



# POWER

SEPTEMBER 2000 ■ ISSUE 56 ■ £2.99 [www.dailyradar.co.uk](http://www.dailyradar.co.uk)

**WORLD-EXCLUSIVE REVIEW!**

## ALIEN RESURRECTION

Inter-galactic space terror beamed directly into your PlayStation!

**EXCLUSIVE REPORT!**

## TIME CRISIS: PROJECT TITAN

We play this new PlayStation sharp-shooter to death... and tell all!

**EXCLUSIVE NEW PICS!**

## DINO CRISIS 2

Venture back to a land that time forgot with our in-depth preview report!

**ALSO INSIDE...**



**PLUS!**

- TOCA World Touring Cars
- Chicken Run
- Driver 2
- Spider-Man
- Alone In The Dark IV
- Parasite Eve 2



# Mille Miglia™

*'the most stunning race in the world'*





# Summer Lovin'



Ryan is here

**A**ll change please! Yes, there's been a bit of a reshuffle here at the Tower of Power, and long-serving stalwart, Ben East, has left the building! Before his chair by the window had a chance to stop spinning after his hasty exit, I saw the opportunity and ducked in there – stepping over Olive, weaving past Kelvin, and turning Dave inside out with my fancy footwork in the process. You may be wondering, and with good reason, how all this commotion will affect the magazine. Well worry not because I have been a committed gamesplayer since the glory days of the Acorn Electron... er, I mean Spectrum 48K, and for the past five years have been committed to the good ship PlayStation and all who sail in her. All the knowledge and experience that I have gathered in my journey years will now spill into *Power* like a creative waterfall, filling every conceivable nook and cranny with hot gaming insight. Go on, flick through this issue and see if it isn't so! This issue of *Power* is stacked full of gaming greats – *Dino Crisis 2*, *Time Crisis: Project Titan*, *Driver 2* – plus a world-exclusive review of *Alien Resurrection*! We thought that *Quake II* would take the coveted PlayStation first-person shoot 'em up crown to the grave, but little did we realise that Argonaut has spent the last two years developing, tweaking, restarting and revolutionising a game that has taken us completely by storm. *Alien Resurrection* oozes gameplay, atmosphere and terror like one of the inter-galactic predators of the title secretes slime... and it's brilliant. Turn to page 48 now and read all about it for yourselves!

This month also saw the arrival of Sony's PS one. Upon delivery, the small, silver box was ripped apart and polystyrene casing was rummaged through, then, just when we thought we had been sold an empty box, we caught sight of something cowering in the corner. This object was removed, taken to a nearby lab and inspected by a microscope – only to confirm our suspicions that, yes, it was indeed a PS one, and it is unbelievably small! We rushed this hot little specimen down to the camera studio and took enough fancy photos to demonstrate this fact – you can see the results on page 122. Do you believe in love at first sight? ■

**Ryan Butt – Editor**

## Help is at hand!

Getting help when you're stuck in a game can be infuriating. We can detect by the tone of your voice that you're rapidly losing your marbles when turning to us for one, last desperate attempt for direction. However, more often than not we're just too busy with the magazine or playing *ISS* to help you out personally, which is why a new phone-line has been set-up to help you out in extreme circumstances!

Introducing the official *Power* Tipsline, a new phone line

manned by gamers just like you, who are always on hand to offer expert advice and cheats for all the latest games. The *Power* Tipsline costs £1.50 a minute to call, so please ask whoever pays the phone bill before calling.

Stuck on a game and in need of a tip? Then the number you require is: 0906 466 4450.

If you experience any difficulties, the customer service number is 0870 8006155.

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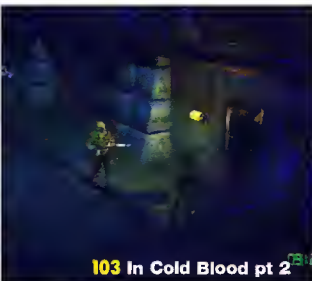
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The PlayStation<sup>™</sup> Mag

# POWER REVIEW ZONE

All the games tested  
starting on **page 47**



**WELCOME TO THE NEW-LOOK POWER!**

**I WILL CALL IT MINI ME**

# 122 PSONE

Sony's new mini console has revitalised the PlayStation market in a stroke and we've got one!

## 113 PS

If it's PlayStation, you'll find it  
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Latest news and happenings on planet PlayStation!

# BUZZ

**POWER HITS THE WEB!**



You lot have been begging us for a website for ages, and now we can deliver!

See that web address under the date on the front cover:

[www.dailyradar.co.uk](http://www.dailyradar.co.uk). That's where you'll be wanting to go

each and every day for all your PlayStation news, updated

every hour and brought to you, not only by *Power*, but also the

makers of *Official UK PlayStation Magazine*, *PlayStation Tips 'n' Tactics* and

*PlayStation MAX*. We thought, y'see, rather than just re-

reading what you get in our mags, you'd like loads of

completely original stuff. We're nice like that! [dailyradar.co.uk](http://dailyradar.co.uk) -

bookmark it now! ■

**'WITH STACKS OF GADGETS, LEVELS WHICH MIRROR THE MOVIE, AND AN APPEARANCE AS GOOD IF NOT BETTER THAN ITS PEERS, THIS COULD FINALLY DO JAMES SOME JUSTICE'**

## BOND is back on PlayStation!

**F**orget *Tomorrow Never Dies*. We all know that it was a disappointment to all those that love a bit of Bondage. With the memory of that sadness erased from your mind then, think of a new Bond game, a game that could even rub shoulders with the wonderful *Goldeneye* on the N64. Yes, *The World is Not Enough* could well be that good!

Gone are the mishmash of genres from the previous Bond game as *TWINE* reverts to what every 007-based game should be - a first-person shooter. It's not all blasting and killing though, because there are plenty of simple puzzles to solve along the way, all of which follow a similar plot to the film. So, if you've seen the film, you'll be pretty clued up as to what to do in the game. If you haven't, you

may have a bit of trouble, though you'll be pleased to know that all levels are opened and closed with movie clips.

The two levels that we played were looking superb, and although much of the enemy AI wasn't up to the standard we expect from the finished game, both were still something of a hefty challenge. The first we tackled was the Saville bank level, and the second was the helicopter attack in the caviar factory. Both are fairly large and pretty damn hard too, especially when working out how to destroy the helicopters.

With stacks of gadgets, different levels which mirror the movie and a visual appearance that is as good, if not better than its peers, *The World is Not Enough* could finally do James some justice on the PlayStation. We're sure that it'll be more than enough. Expect to see it out in November. ■





There are loads of different gadgets and weapons to get hold of in *The World Is Not Enough*, most of which you'll find in the film. As you can see, work has been done on making all the characters just right too, as the lovely Denise Richards proves. The two levels we played were tough, but lovely to look at and packed full of features identical to those in the film.

## Bytes

Prime cuts of PlayStation information

### TEKKEN & RIDGE ENHANCED FOR WESTERN PS2...?

Namco America has suggested that it will be touching-up the graphics for the western release of *Tekken Tag Tournament* and *Ridge Racer V*. Anti-aliasing



techniques (as demonstrated in THQ's *Summoner*) will be used to get rid of the jagged lines around the edges. Both titles looked stunning anyway, but cosmetic improvements could never be construed as a bad thing. We'll have full PAL reviews of both, right here in *Power*, next month

Sony Japan has released details on the specs for the arcade version of the PS2. This means that it's definitely on for softies to create games for the arcades, where titles tend to be a bit different to what you see on a home console. Some of today's best started out in the arcades, such as *Tekken* and *Time Crisis*. All arcade PS2 titles will eventually be ported with ease onto our home machines. What can we expect to see among the debut arcade titles? We reckon a super cool, out of this world stab at *Tekken 4*. This is sure to get converted precisely with extras to the PS2. ■

Yay! *Final Fantasy IX*! And we're playing it now! But, we don't understand a word of it at all. Oh well...

COMMAND  
たたかう  
ぬすむ  
アイテム

NAME	HP	MP	ATB
CALVIN	105	36	
シナ	75	32	
マーカス	90	22	
ブランカ	105	24	

## BIG IN JAPAN

# FFIX BIGS IT UP

**UK Release:** November 2000  
**Publisher:** Square europe

**D**uring the sweaty month of July, Japan received one of this year's hottest releases. *Final Fantasy IX* is out and the Japanese public have gone predictably mental for it.

Sales reached the astounding two million mark on its first weekend, with over a half of those made on pre-orders, despite the nutty price



tag of 7800 yen – that's £50 to you. Those that did shell-out weren't disappointed though. The game returns to the more light-hearted format of FFXII, with the likes of Squall and his sour-faced charms being dumped in favour of instantly loveable new characters.

The new, sexy PS one was released on the same day in Japan, and is also reportedly flying off the shelves. Both are available on import, now. ■

## JAP CHARTS

1. *Final Fantasy IX* (Square)
  2. *Jikkkyo PP Baseball* (Konami)
  3. *My Summer* (SCEJ)
  4. *Persiana 2* (Atari)
  5. *Digimon World* (Bandai)
- Two women and infantile people!  
More unattractive RPG madness.  
European invasion is on the cards.

# POWER PLAYS...

We can't remove these games from our consoles...



## 1 COLIN MCRAE RALLY 2.0

**Codemasters**  
We drive to work, then we play driving games. Where's the logic? There is none, but we still do it anyway. Let's roll!



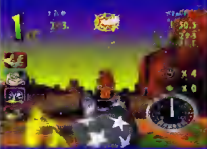
## 2 ISS PRO EVOLUTION

**Konami**  
Upon arriving at **POWER**, Ryan promptly kicked everyone's arse at this. This is why the rest of the team is training hard.



## 3 VAGRANT STORY

**Square Europe**  
Somewhere amidst the poor vagrant jibes is a pretty decent RPG that any self-respecting Square buff should have a look at.



## 4 MAGICAL RACING QUEST

**Eidos**  
Not brilliant, but until we track down our office copy of *Crash Team Racing*, this will have to do. But where the hell is Mickey?



## HOT PIC

# TOMB RAIDER 5

Lara Croft is back from the dead! Well, sort of...

**R**emember at the end of *Last Revelation* we saw Lara left for dead? Well, the girl's kind of being resurrected for a Christmas hit.

Like something out of a bad *Dallas* plot, in *Tomb Raider Chronicles*, you'll see all of Lara's mates at her funeral, having a good old chin wag

about how cool she was, it's during these stories that you get taken back into Lara's past to get stuck into a bunch of never-before-seen adventures.

Spread out over four locations you'll see Lara in brand new costumes, wielding new weapons. But expect her to make a miraculous return from the grave in a new PlayStation2 adventure. ■

# WIN! BATMAN

Recovering next week we'll look to see how the exploits of *Batman & the Future* on the super-cool PlayStation 2, but not now are the exploits of the young kid-crusader on these nifty new videos. Draw us a funny picture of anyone... doesn't matter who, dressed as Batman and you could win 'em! ■



## STARDOM

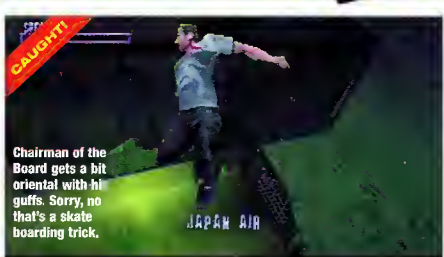
# POWER STARS AS LARA CROFT

**Release:** 2001

No doubt our regular readers will remember, and probably still crave for, stunningly beautiful model, Rachel, who used to grace the hallowed pages of *POWER*. Well she's set to start in the forthcoming *Tomb Raider* movie!

"I'm body-doubling for Angelina Jolie. We have the same body measurements: height, hip, waist and chest. The reason they got me in as her body double is because she's got so many tattoos..." a joyful Rachel gushed!

You can see for yourself that Rachel's got what it takes to represent Lara's flesh on the big screen, but did she require any 'enhancements' for her role? "My hair's black but it'll have to be coloured to match Lara's" Hmm, okay. ■



# TONY HAWK FALLS...

...In price that is  
**O**ut now in the shops is this year's hottest re-release. The *Birdman* has been unleashed onto the Platinum scene and we strongly recommend that anyone lacking a copy of *Tony Hawk's Skateboarding* snaps one up before the superior sequel arrives in a couple of months. There may be many PlayStation skaters around, but this is the daddy! ■



## EMILY'S BITS



It's your favourite Girl of Gaming here to say some words on what's going on in the world of PlayStation

**T**ime to let out a big breath this month – *Bits* finally breaks for a month. It's not been the six month tour de force of last year, but it's still been tough, if a lot of fun. At last I now get to play through some of the games I only had time to dip into while filming.

One of the games I'm most looking forward to going back to is *Silent Bomber*. Strong on tactics and action, this is the perfect game to veg out to after a frustrating day at the office. I'm also going to be on the blog for the new *Wip3out Special Edition*. I loved the original *Wipeout* from the moment I first laid hands on it, and the new incarnation is a kind of best of amalgamation. As good for gaming as it is just to listen to, I'll be putting it down as cultural reference material for the late '90s when I do my accounts. Ahem. And at only 20 quid it's an investment.

Although the PlayStation2 is due imminently, I'm happy to say the little grey box is far from dead. It seems publishers are happy to keep putting

out games for the cash-free but game-keen nation. One of those games is *Final Fantasy IX*. I've had a quick peek and it's looking tasty indeed, if a little retro in theme. The original designer Yoshitaka Amano returns with his theme of swords and sorcery. The graphics look so hot I reckon it will be like playing your own episode of *Dungeons & Dragons* (remember the cartoon from the '80s?).

Top of my sequel list is *Tenchu 2*. The original game rates among my top three ever. Basically, you get to play a ninja who has to sneak their way around various villages and strongholds to a predestined target. Harder than an army assault course in stilettos, the new *Tenchu* has you working your way through open fields and the like. The word undetected is going to be wiped from my vocabulary. Still it's the closest I'm ever going to get to being a real ninja.

Lastly I'm expecting lots of party action over the summer as the games industry gets into gear for the Christmas run up. See ya later! ■



The land of Alexandria from *Final Fantasy IX* is your usual fantasy-styled town. Full of old-age charm and quaint townsfolk who potter about their business, it's the place to get info and supplies.

## LAME GAME



Landspeeder against a AT-ST Walker. Looks good doesn't it? Work this one out though, it's based on *Vigilante 8...*

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## You Don't know What Your Doing!

There's almost never been a decent Star Wars game on the PlayStation. No change with SW: Demolition, then

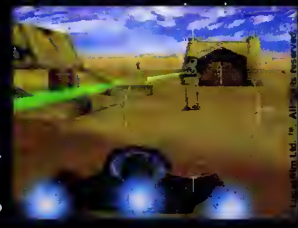
**S**tar Wars always seems to get a bit of a light treatment when it comes to releases on the PlayStation. Relegating the *Vigilante 8* graphics engine to produce this lame spin-off doesn't inspire us with much confidence that things are ever going to change.

With *Star Wars: Demolition*, there really isn't anything about this that makes us feel any enthusiasm. Quite frankly we, as gamers and big fans of Star Wars in all its other forms, are tired of having to hope for anything worthwhile. We want something

that is a good representation of the films and good to play at the same time. It hasn't happened yet, and it won't now with this.

Far from trying to impress anybody, we're being fobbed off with yet another lame game with the SW title. In a way, this only serves to make us place hope on the PS2 titles being any cool, when it's probable that they won't be any much better themselves. *Demolition* is going to

make a lot of people out there very disappointed with this rehash of *Vigilante 8*. How much more should we take? ■



## FIRST SHOTS

## THE SIMPSONS

Lardy Homer pulls his weight in the ring!



Barney's toxic burp smells wicked!



Eat Mexican bumblebee you clown!

**H**omer's getting back into the ring in this all-out grapple-fest with all his family and friends in Fox's *Simpsons Wrestling*.

The whole of Springfield is pretty much in there with 22 characters, including 13 that are playable. You'll be visiting all

the sights in town too, with arenas in Moe's Tavern, the Kwik-E-Mart and the mutagenic Power Plant.

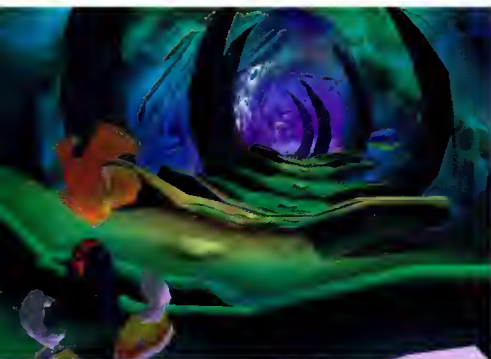
Power-ups add extra flavour to the splotchy fun of wrestling. For example, sugary doughnuts will increase your speed (as they do for our Kelvin too...). Stay tuned for more info from Springfield! ■

## Bytes



## ULTIMATE FIGHTING CHAMPIONSHIP

UFC is based on the real life competition that completely spits all over every other sport you've ever seen. Gracie is bringing it out on the PlayStation for Christmas with real characters and over 30 different martial arts. Unlike your usual punch and kick game, it's a lot more realistic. Might be PS2 too...



SCOOP

# RAYMAN HITS PS2 THREE TIMES

Limbless one stars in three PS2 titles

**M**ost of the top characters from the PlayStation will only get to appear in one PS2 game for their first outing, but *Rayman* is hogging the limelight by making it onto three separate titles for next year. What a superstar!

You've heard it before that *Rayman 2* will be improved from the PlayStation version to

reappear as *Rayman 2: Revolution* on the PS2. Well, add to that *Rayman Tribes*, a brand new style of game that features more than one Rayman. (Remember, Rayman is also a race.) Next up there's *Rayman Online*, details for which are pretty thin. In fact, non-existent at the time of writing, but we know for sure it'll be out next year for the PS2. None of these are *Rayman 3*. ■

FIRST LOOK

# DIGIMON WORLD

Pokémon rival will be coming to the PlayStation

Bandai's big challenger to the Pokémon onslaught is being brought over to our fine land by Crave. It'll feature loads of bizarre creatures for you to train up and care for during your RPG-like adventures. There are 117 of the critters for you to collect, groom and evolve.

The game's out in America, where they're now close to getting the sequel, while we're still waiting for this first instalment. It's due out any time now. To see what all the fuss is about, check out the TV series on ITV. ■



Jump for joy because Digimon is coming - what do you mean you've never heard of it?

# POWER WANTS

The games that make us all go funny...



## 1 TONY HAWK'S 2

Activision

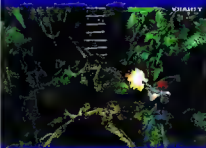
Try as hard as we might, we just can't get enough of this as we all try to beat each other's top scores. Current champ is Dave.



## 2 SPIDER-MAN

Activision

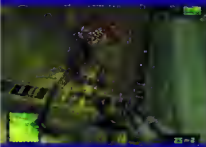
We are just praying that Neversoft don't botch this up because we love Spidey (and we don't want Kelvin to get hysterical). Swing!



## 3 DINO CRISIS 2

Virgin

Save the clip on *Bits* didja? Well, we got to play it ourselves! Check out the Previews on page 30 for more info.



## 4 ALIEN RESURRECTION

Fox

Scaring the absolute poo out of Olive is the creepiest shoot 'em up we've seen in ages. Feel the tension on page 46. AAAAAAHHH!!!

BOING!

# BOUNCER BOUNCES BACK

Square release new shots of PS2 debut

**T**hree guys work at a bar as bouncers. The hero is Shion Balzard. His buddies are Kou Reifour with the long hair and tattoos, and the other fella is Volt Crougar. They don't look like normal bouncers...



They work at The Fate

where they meet Dominique Cross. She gets kidnapped by the dastardly gang known as Mikado. So it's up to the three lads to rescue her with their kick-ass skills.

The style of play is supposed to be RPG, but with lovely, full speech scenes that you control and almighty big ruckuses to take part in. *Bouncer* is released simultaneously in the US and Japan at the end of this year. Let's hope it is here too. ■



One of the many crazy, wacky, completely bizarre moments that occur in *Incredible Crisis*. How the hell did this happen? That Taneo, what a chump.

# INCREDIBLE CRISIS

Life gets hectic to the extreme

**W**e have more shots and first impressions for you on this quirky number from Titus and Virgin Interactive.

We had a bit of a 'quickie' with *Incredible Crisis* and we can certainly say that it's an experience. We've been harping on about *Bishi Bashi Special* for ages and this is the same kind of thing: a melting pot of crazy mini-games. You

have to successfully get office worker Taneo through a number of strange tasks so that he can reach his family.

The first level sees you doing aerobics with your workmates to relieve the stresses of city life.

Taneo isn't the only controllable character. It turns out. His whole family joins in the fun too, including the grandmother and family dog. Pesul! It's been fun so far! ■

# WIN ALL OUR TAT!



The competition's still running as not enough of you people out there seem to get the message that we're getting rid of all the joypads, steering wheels, memory cards and unloved toys that are cluttering up our offices. Draw good, funny or cool pics of your fave Power team members to win!



## FIRST SHOTS

### MTV SKATEBOARDING

Andy MacDonald gets it in!



**T**HQ are set to release an addition to their MTV Sports range with MTV

**Skateboarding featuring Andy MacDonald.**

Joining Mr MacDonald will be other pro skaters, such as Colin McKay, Rick Howard, Brian Howard and Danny Way. There are 20 skaters altogether, including a load of made up ones.

You'll get to skate against other characters controlled by the computer. That means you're likely to smash into them if you're not careful.

There are nine different modes, including lifestyle, battle and stunt mode, plus some of those are hidden extras. There will be secret characters to find too.

MTV Skateboarding is certainly getting a load of cool names in there. For the tunes there's Cypress Hill, plus a whole load of hard punk bands. Americans like that sort of thing.

The apparel is from the likes of Stussy, Hurley and Alien Workshop and will be ready for you to get cracking with in November. ■



## MERCHANDISE

### DEAD OR ALIVE 2 FIGURES

Kasumi gets plastic enhancement

**G**ood looking characters always deserve to get cool action figures made of them, especially the *Dead Or Alive 2* crew.

Out soon in Japan are these lush action figures that look the

spitting image of their amazing PS2 counterparts.

Just look at these pics and pray that some distributor will pick these up for Europe or the UK. They're so damn cool! Plastic fantastic for the PS2 generation. More interesting than Lara... ■

## FIRST SHOTS

### STUNT GRAND PRIX

Virgin are set to release a stunt-tastic one for the PS2



**L**ooking very cool and slick indeed is Team 17's *Stunt Grand Prix*, a radio-controlled car racing bonanza.

You race around loads of

different tracks, pulling off the nastiest stunts you brain's imagination and creative lobes can muster.

Zoom around the great variety of locations, ranging from places such as a Japanese water garden, a multi-storey car park and a Stunt GP arena. These places are going to be riddled with loads of ramps and other

obstacles for you to jump off and pull stunts from. There are even super-cool loop-de-loops for you to whizz through. Sounds better than a Scalextric any day!

You can also choose different types of surfaces for each of the tracks, such as speedy, stunt and off-road.

There are 16 different cars to pick from, broken down into three groups: Wild Wheels, Speed Demons and Aero Blasters. The trick is to find the car that copes the best against the computer.

*Stunt Grand Prix* looks like it could be loads of fun, which is what us lot at Power want in this world. ■

## FIRST SHOTS

### SHEEP BAH-BAH-BARMINESS

**O**ne of the bizzarest games to poke its head out of the pit of development is *Sheep*, the game in which you have to guide a flock of 'em safely through danger-filled levels. It may sound a touch odd, but we've just spent a while playing an early version of this woolly game, and it's actually turned out to be quite good fun. For a while.

Being the unintelligent little critters that they are, getting the sheep to do what you want them to do can be a pain, but with a bit of practice and a few fiddles with the control system we soon got the hang of it. There's a lot to get the hang of too, such as making sure the clouds with legs don't get run over by bulls. Quirky but could be fun.

Stupid sheep. Basically, it's one for all you wannabe shepherds out there. 'Roight'? ■

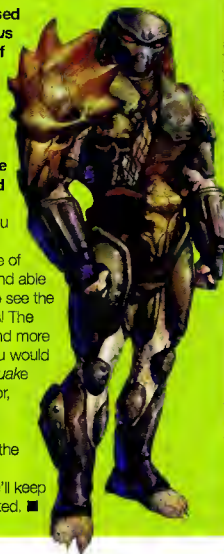


## SCOOP!

### ALIENS VS PREDATOR 2

**F**ox Interactive released the first *Aliens Versus Predator* a couple of years ago on the PC and it was a smash hit. Now their developer, Monolith Productions, is working on the sequel and there is a very good chance that this one will get ported to the PS2.

The original game gave you the opportunity to play as an Alien which had a weird sense of view but was incredibly fast and able to climb walls. You also got to see the Aliens eat into Marines' brains! The Marines were also playable and more traditional in style, such as you would expect to find in a game of *Quake II*. Then there was the Predator, which was a good balance between the two. All these elements should make it into the sequel, but there's not much information on this as yet. We'll keep you creepy creature fans posted. ■



## eeBytes

Prime cuts of PlayStation information

### BBC PLAYS OK

For the first time since *Bits* there's going to be a brand new TV show all about that thing you love most, playing games! The program's called *Bleeding Thumbs* and it's on the telly from September with eight episodes already sorted. Let's hope that it's actually really good and doesn't have anyone like that horrible Doctor Fletcher keep your eye out for it in the TV guides on BBC2.

### TOMB RAIDER FILMS FOR THREE?

The director of the first *Tomb Raider* film is set to direct the next lot of films, which is said to be running up to a third sequel. Simon West, who directed *Con Air*, is fond of what's been done so far and is keen to keep it going the way he envisions *Tomb Raider* to be. It hasn't been confirmed whether Angelina Jolie, star of the first *Tomb Raider*, will be on board for the sequels as yet. That would depend on how well the first film does. Rumours have come out, though, that the script is already in its sixth revision. Uh-oh... ■

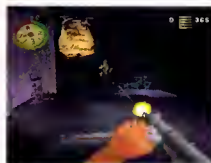
## EXCLUSIVE NEW SHOTS

# MEDAL OF HONOR UNDERGROUND

**J**ust when you thought that *'Allo 'Allo* was your definitive resource on the French resistance during World War II, so along comes the sequel to the fantastic *Medal of Honor*, and its based on the resistance. Vive!

As the fair maiden Manon, you have to wander through the historically-based levels pumping lead into all those

nasty Germans. That's not all, though. There'll be plenty of scope for doing things other than killing and maiming, including the chance to pretend to be a tourist and sneak about. New weapons include mounted guns, perfect for taking out the threat of tanks and armoured vehicles, and all of the 22 levels are at least half the size again of those in the first game. Full preview soon. ■



Rat-a-tat-tat! Eat lead you war criminal! We fight for justice!



Oh yeah, run towards us and we'll stick this big grenade up your...

## MOODY!

How do you feel today? Here's our choice for when you're in the mood



## 1 CREEPY

### Spider-Man

Poor Spidey, he's so misunderstood. All he wants is to be responsible with his powers. He's good!



## 2 SLOW

### Final Fantasy IX

It's turn based for the battles and the rest of the time you're pretty much reading dialogue. That's lazy playing for you!



## 3 SILLY

### Vib Ribbon

It's just so goddamn cute, and really... girly. Sally's loved *Vib* all month and won't stop singing those inane tunes. Aw, sweet...



## 4 NAUGHTY

### Driver (Platinum)

Rag away from the fuzzi! Smash loads of cars and public property as you break loads of highway laws. Bwah-ha-ha! Nice...

## HARDWARE

# JAPS GET PS2 MODEM

Unofficially released by a third party



Doesn't look terribly nice does it? Not very PS2 at all. Red... Yeuch!

**T**he parent company of SunSoft, Sun Denshi, have announced that they will be bringing out a USB 56Kbps modem for the PS2.

It'll plug into one of the machine's USB ports and won't need a separate power supply. It's the first of probably many third party modems that will be released, as Sony keep their eye on business on the broadband front.

The modem will allow for a few games like Mah-Jong (ooh hooray...) over the internet as well as email and browsing.

It comes out in Japan next January at a price of 10,000 yen, which is about £60. Well if you ain't got WAP... ■

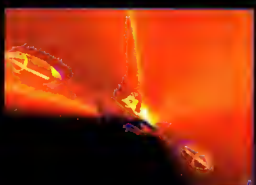
## SCOOP!

# STAR WARS EPISODE 1

Feast your eyes on *Starfighter* for the PS2!

**H**ere's a beautiful shot of one of LucasArt's *Star Wars* titles for the PS2. It's a return to what LucasArts have always been best at, space shoot 'em ups, like their PC classics that are the *X-Wing* and *The Fighter* series.

Almost every other *Star Wars* game so far has been a disappointment (see 'You Don't Know What You're Doing') but this could really be a superb return to form. The graphics certainly look just right. The hope is that they get the gameplay sorted too. ■



It's an N-1 Starfighter that you are the pilot of. Time to shout 'Whoohooah!' lots.

## NEW GT2000 PS2 PIC!



Look at this totally gorgeous TVR jumping over the hill! The detail on the buildings is astounding. *Gran Turismo 2000* is looking so hot!

**E**veryone loves *Gran Turismo 2* as their favourite driving game of all time. Nobody in this world can say that they're not dying to see what *GT 2000* on the PS2 is going to be like.

Earlier shots looked pretty cool, but now this new shot just shows how fantastic it really will be. The background detail is astounding and the cars look more real than ever! Can't wait for 2001! ■

# TIGGER HUNTS FOR HUNNY

There's only one Tigger, and he's bouncing onto the PlayStation!

**T**-i-double-g-rrrr! That's Tigger! The spring-tailed one is being brought over for a digital fun time by those cat lovers at Ubi Soft. It's called *Tigger's Hunny Hunt*.

Coming from developers NewKidCo, who are also working on the *Hello Kitty* puzzler, this is going to storm the Christmas sales charts as it's a perfect Christmas stocking filler. What a wonderful Tigger... ■



# BOYS, SAY HELLO KITTY

**T**he cute kittens at Ubi Soft have got under their belt the rights to bring out Hello Kitty for the PlayStation. You may well have seen these cute little critters all over Top Shop, your sister's stationery and the tight t-shirts that your girlfriend wears. Well now you could get them a nice pressie to show them how much you appreciate their being so nice to you. Ha! The name of the game will be *Hello Kitty's Cube Frenzy*. ■



## Bytes

### Prime cuts of PlayStation information 007 RACER

The link with the movies may be tenuous, but this promises to deliver all the thrills and crashes of a Bond car chase, through made up scenarios. There'll be no appearance from the 2CV from *For Your Eyes Only* though, this is for Bond's performance cars only. Shame that. The version that was played was very buggy and there was no real car physics, but if the recent *Need for Speed* games (developed by the same team) are anything to go by, it could be rather exciting.



BUY ALL THESE THINGS WITH YOUR MONEY

## IN THE NEXT FOUR WEEKS

### WEEK 1

Aug 14th - 20th



■ **X-Men: Mutant Academy**  
The film's out pretty soon and your heroes are available for you to play to really get into the spirit. Check out the review on page 60 right now!

#### ■ Sydney 2000

The Greeks started all this Olympic Games business nearly 2,500 years ago you know. Anyway, it all starts off this month and to really feel the moment, get this in! Make Great Britain win everything and thrash the Americans!

### WEEK 2

Aug 21st - 27th

#### ■ Parasite Eve 2

This easier-than-*Resident Evil* mixed with RPG stuff certainly pleased Clive (see page 56).

#### ■ Reel Fishing 2

Another fishing game.

#### ■ Speedball 2100

So futuristic... Not!

#### ■ Ballistic

Puzzle over this, are we always going to have to join three balls of the same colour?



■ Sydney 2000

### WEEK 3

Aug 28th - Sept 3rd



■ Parasite Eve 2

■ **Gerry Lopez Surf Riders**  
Who is Gerry Lopez?

■ **Toonstein 'Dare to Scare'**  
Are you scared?

■ **ATV Quad Biking**  
That's what we've been doing at our mad parties.

■ **ECW Anarchy Rulz**  
Sweat! Grunt! Roar!

■ **Jeremy McGrath Supercross 2000**  
We love the name 'Jeremy'.

### WEEK 4

Sept 4th - 10th

#### ■ RC Revenge

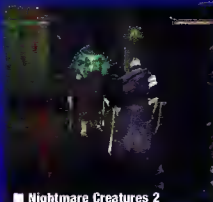
Radio-controlled cars is what it stands for.

#### ■ Vanishing Point

Super cool looking.

#### ■ Magical Drop

Mysterious puzzle game.



■ Nightmare Creatures 2

#### ■ Tenchu 2

Ninja skills so tense it'll make you sweat buckets. Well it does our Clive anyway. He'd rather play *Star Trek Invasion*. What a geek!

#### ■ Earthworm Jim 3D

Is it finally going to be released? We don't believe it, because we haven't even seen it yet!

#### ■ Nightmare Creatures 2

It's really gruesome people. Be aware that you're going to see loads of chopping action. What follows a chop to the head? Blood! Kids, beware - this could affect you in ways you can't tell. Don't worry, it's not true.

Monday 11 September

**POWER  
ISSUE 57  
ON SALE**

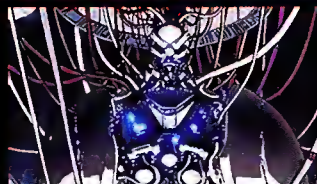
# X

RELEASED ON VIDEO BY MANGA  
ENTERTAINMENT FROM AUGUST 14TH



BEAUTIFULLY ANIMATED MANGA MAX

AVAILABLE TO BUY FROM ALL GOOD VIDEO STOCKISTS.





## Official Top 40



### 1 (1) Colin McRae Rally 2.0

■ **Codemasters** ■ £39.99  
This is simply the greatest rally game of all time. Forget the watered down rallying in GT2, this is the real deal!

### 2 (-) World Championship Snooker

■ **Codemasters** ■ £34.99  
A shock new entry. You snooker-loopy bunch, you!

### 3 (2) WWF Smackdown

■ **THQ** ■ £39.99  
Men in spandex still causing a stir in the top ten!

### 4 (3) Vagrant Story

■ **Squaresoft** ■ £34.99  
Fight the power - tramp style! Not a down and out!

### 5 (5) Hogs Of War

■ **Infogrames** ■ £34.99  
The swines that were 'born to grill' do battle...

### 6 (4) Euro 2000

■ **Electronic Arts** ■ £29.99  
Probably still doing rather well in France as well!

### 7 (7) Crash Bandicoot 3: Warped

■ **SCEE** ■ £19.99  
The ultimate 'Crash' course in platforming games!

### 8 (8) Star Wars: Jedi Power Battles

■ **Activision** ■ £34.99  
Still forcing its way into the top ten, a true Jedi epic.

### 9 (6) F1 2000

■ **Electronic Arts** ■ £29.99  
Still causing pulses to race, the best F1 game around!

### 10 (9) Rayman

■ **Ubisoft** ■ £19.99  
Spent more time in the charts than Cliff, this one!

### 15 (41) Disney World Quest: Magical Racing Tour

■ **Edios Interactive** ■ £34.99

### 12 (12) Medal Of Honour

■ **Electronic Arts** ■ £29.99

### 13 (10) Dukes Of Hazzard: Racing For Home

■ **Ubi Soft** ■ £29.99

### 14 (13) Spyro The Dragon

■ **SCEE** ■ £19.99

### 15 (11) Syphon Filter 2

■ **SCEE** ■ £29.99

### 16 (14) Metal Gear Solid

■ **Konami** ■ £19.99

### 12 (15) Tomb Raider III: Adventures Of Lara Croft

■ **Edios Interactive** ■ £19.99

### 18 (16) Gran Turismo 2

■ **SCEE** ■ £29.99

### 19 (17) Brian Lara Cricket

■ **Codemasters** ■ £34.99

### 20 (-) Destruction Derby Raw

■ **SCEE** ■ £29.99

### 27 (21) Tomorrow Never Dies

■ **Electronic Arts** ■ £34.99

### 22 (69) Grand Theft Auto

■ **Take 2 Interactive** ■ £19.99

### 23 (30) Grand Theft Auto 2

■ **Take 2 Interactive** ■ £29.99

### 29 (19) Premier Manager 2000

■ **Infogrames** ■ £34.99

### 27 (20) Tekken 3

■ **SCEE** ■ £19.99

### 26 (22) ISS Pro Evolution

■ **Konami** ■ £34.99

### 27 (28) Cricket 2000

■ **Electronic Arts** ■ £34.99

### 23 (25) Crash Bandicoot 2

■ **SCEE** ■ £19.99

### 27 (-) Small Soldiers

■ **Electronic Arts** ■ £34.99

### 30 (26) Resident Evil 3: Nemesis

■ **Edios Interactive** ■ £34.99

### 31 (29) Ronaldo V-Football

■ **Infogrames** ■ £34.99

### 39 (27) Medieval 2

■ **SCEE** ■ £29.99

### 39 (31) Need For Speed: Porsche 2000

■ **Electronic Arts** ■ £34.99

### 39 (24) Colin McRae Rally

■ **Codemasters** ■ £19.99

### 39 (23) FIFA 2000

■ **Electronic Arts** ■ £34.99

### 36 (55) Worms

■ **Infogrames** ■ £9.99

### 37 (-) Army Men: Operation Meltdown

■ **3DO Europe** ■ £34.99

### 38 (42) LMA Manager

■ **Codemasters** ■ £34.99

### 39 (36) Theme Park World

■ **Electronic Arts** ■ £34.99

### 40 (34) Superbikes

■ **Electronic Arts** ■ £34.99

## A bargain at 20 quid!

■ **Konami**  
■ **Action**

**P**robably not a big seller at the Platinum price because, well let's face it, who didn't snap it up at full price when it was first released? MGS is undoubtedly the most technically impressive and well-devised game to ever appear on the PlayStation. The sequel is looking much better, if that's possible, and will roll out on PlayStation2 towards the end of 2001.



## Rapidly losing the race!

■ **SCEE**  
■ **Racing**

**C**an you have too much of a good thing? Opinion is divided on this, but certain people felt GT2 lacked the cutting edge of its predecessor. The game still went on to enjoy plenty of sales, but the fact that the original has only just left the top 40 since being released speaks volumes. The sequel, of sorts, *Gran Turismo 2000* is currently being developed for PS2 by Polyphony Digital.



## Should be number one!

■ **Konami**  
■ **Sports sim**

**S**till the most played game in the office of all time, *ISS Pro Evolution* obtained its reputation as the best football game ever thanks to developer, KCET's amazing attention to detail. It is the only football game that requires the player to really think like a footballer in order to succeed. *ISS 2000* will be out soon on PS and PS2.



## Still worming around...

■ **Infogrames**  
■ **Strategy**

**D**evised by a bored teenager in his bedroom, *Worms* continues to clock up monster sales four years after its release. Of course, these sales haven't been hampered by Infogrames' new pricing policy of just under a tenner for an old classic bit of gaming fun! Other games in this range include *True Pinball* and *V-Rally*.







What next, nuclear bomb on board?

Wrong type of snow.

Leaves on the line.

Points failure.

We make no apologies for this nightmare train journey. Expect bombs, terrorists and no chance of a seat.  
Arriving September 2000. Thankyou.

*chase the express*

# First Contact



YOU AIN'T SEEN  
THIS BEFORE,  
RIGHT?

## Time Crisis: Project Titan

**T**he PlayStation is a rancid, spluttering old grandpa, in terms of console years. Despite its senior age though, it is still capable of rolling back the wrinkles and fathering bouncing babies (*Gran Turismo*, *Driver*, *Metal Gear Solid*, *Quake II...*), while still suffering the odd, awkward bout of incontinence (*Vampire Hunter D*, *Urban Chaos*, *Shadowman...*). Odd then that after so many

years, the shooting genre has never managed to eclipse its finest hour – a game by the name of *Time Crisis* that appeared about three years ago and still ranks as the best of its kind.

What made *Time Crisis* so special wasn't just the fact that it was a perfect conversion of an already popular arcade machine, but because of the unnerving accuracy in which you could blow away the colourful assortment of hoods that ran around waving their pistols in your face. For this,

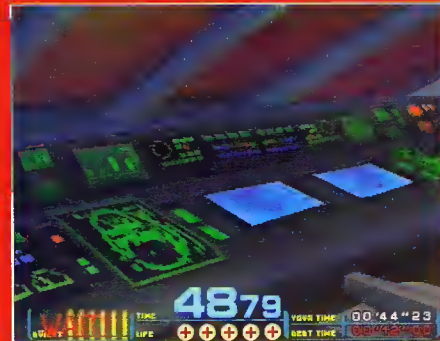
and presumably to ensure that cruddy, third-party light-gun peripherals wouldn't hamper the experience, Namco developed its own specific gun peripheral for the game which was promptly officially licensed by Sony itself and bundled with the game upon its release over here. It was, of course, the G-Con 45, a shooter so accurate that you could blast an on-screen mosquito off of a cow's arse from 200 yards... probably. Put the game and gun together and you got an experience rich in gameplay





## Under Construction

The version of the game we played was exceedingly early, with only one playable level in place. The title screen below is also under construction and will no doubt be altered for the final game, we just thought we'd give you an insightful peak before it is canned and replaced by something better.



## Track Record...

Namco (Japan)

Namco is synonymous with PlayStation, and the Japanese software giant was onboard from day one with exciting launch titles such as *Ridge Racer* and *Tekken* (both of which spawned many sequels, the latest of which will hit the streets alongside PlayStation2 when it is launched in October).

Namco has tried its hand at more or less every genre going, and scored big hits in most, usually for seamless conversions of its more popular arcade hits (such as *Time Crisis* and *Tekken 3*). The only department it hasn't sewn up convincingly is sport. True, *Anna Kournikova's Smash Court Tennis* was a triumph, but lacklustre football titles such as *Prime Goal Ex*, and the too clever for its own good *Libero Grande* (of which there is a sequel in the works!) have failed to make any sort of impact.

and so aesthetically pleasing in accuracy.

## BLOWN AWAY

There was more still, though. Knowing full well that the coin-op game in itself wouldn't keep us hardcore gamers plugging away for long, Namco added more levels and incorporated multiple routes that varied depending on the time it took for us to frag the baddies and make a hasty exit. Now, three years on, the sequel is in the works...

*Time Crisis: Project Titan* has been in development a while, and this month we were privileged to play the only copy of the game in the country, and to say it was still early days would be a gross understatement. Only one level exists at present, perhaps because the skilful coders at Namco Japan have been somewhat distracted by PlayStation2. Whatever the reason for its slow progress, don't expect to see *Time Crisis: Project Titan* on the shelves until early 2001.







## Gun crazy

From what we've seen so far, Richard Miller packs the same pistol throughout the duration of the game. Fine. But wouldn't it just be so much better if you could acquire add-ons or even different weapons altogether? A sub-machine-gun for example, now that would rock!



Once again featuring VSSE secret agent Richard Miller in the heroic lead role, the plot is one of corruption, mistaken identity, and extreme violence. Basically, Miller has somehow been implicated in the assassination of one Xavier Serrano, the President of Caruba. Knowing that its man is innocent, VSSE has given Miller 48 hours to track down and apprehend the real culprit before it is legally obliged to hand him over to the Caruban authorities. During this time, all communication with VSSE will be severed, so Miller will be totally on his own to pick up the trail of the real assassin.

It's a tricky business, trying to root out a mystery gunman whose motive in doing away with Serrano is not clear – but

thankfully Miller does have one lead, an informant by the name of Abacus. Shortly after Serrano's murder, information was posted to the VSSE headquarters, implying that Abacus knows the identity of the real killer. The source of this information was traced to a yacht moored off the Caruban coast... a yacht belonging to notorious arms smuggler, Kantaris.

If the name rings a bell, it is because Kantaris was the blue-haired vixen and arch nemesis of Miller in the PlayStation-exclusive story mode of the original *Time Crisis* game (come on... you didn't really think that she went down with that chopper, did you?). It appears that she's back on the scene, along with Wild Dog (he of the John

Lennon shades!), and suddenly everything begins to fit into place. With Miller framed for a crime he didn't commit and out of the picture, the way is clear for Kantaris and co. to get up to some altogether more fiendish crimes.

## FRAMED

Not, as many people may think, a conversion of *Time Crisis II*, *Time Crisis: Project Titan* is a brand-new adventure developed exclusively for the PlayStation. As you would expect, there's precious little to

do except shoot and hide, except this time round there are more lavish locations in which to do it. New backdrops include ocean liners, manner houses and hotels, and the multiple routes will once again come into play, the best of which will only come into effect if you make short work of clearing an area of armed troops. In the version we played, only the locations seemed different from the original game. However, we're assured that the finished article will incorporate a new 'multi-hiding' system which is

designed to add more strategic elements to the boss sections. The way it will work is that players will now have to shift to different hiding positions to get a clear shot of the marauding targets – but finding the optimum firing line is down to you.

## LOCK, STOCK...

Sadly, the game is only intended to be a one-player experience, but judging by the new free-roaming technology witnessed in Eidos' otherwise forgettable *Resident Evil Survivor* game, Namco will be keen to ensure that the *Time Crisis* experience is kept fresh and up to date with the competition. Expect to read about all the developments, exclusively in *Power*, in the coming months. ■





## Bullet in the head

Timing is everything in this game, you can't just go around like some cocky gangsta, popping caps all over the place. You need to take cover and then wait for a break in the gunfire before taking aim and firing. Failure to time your attacks will result in Miller getting one in the face (right).



## Hide & Seek

In *Time Crisis*, you are essentially moved from destination to destination on rails. Every time you stop moving, enemies will pile out across the screen and start shooting you.

Your only real defence is attack, and so you have to wipe them all out before the timer counts down.

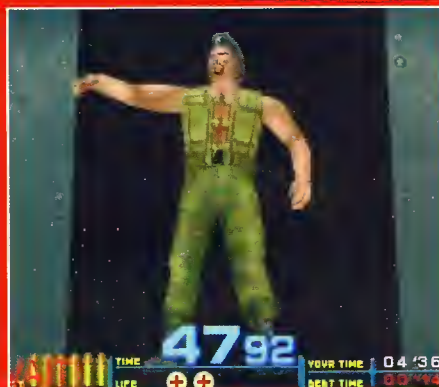
Of course, as they are constantly spraying shots in your direction, you will need to take cover – which is perhaps the most famous aspect of *Time Crisis*. You automatically duck behind objects, and you choose the best moment to peer out and rattle off a few shots. Observe...



A: Miller arrives at a new part of the level, and instantly ducks behind an inanimate object for much-needed cover.



B: When the time is right, you press a button to move out from behind the object and fire a few shots off.



*Time Crisis: Project Titan* is being developed by Namco of Japan and will be released by SCEE in 2001.

# PREVIEW

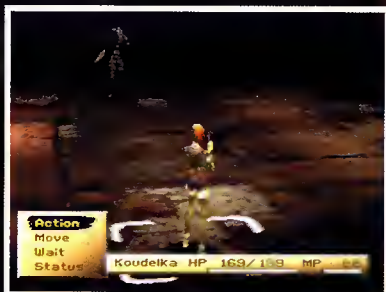
## THE FUTURE STARTS HERE...

**JUMP TO** 26 SPIDER-MAN 30 DINO CRISIS 2 34 RAYMAN 2

# Koudelka



A rich storyline that spans over four CDs to be told, we just so wish to have this in English to get an idea of what's going on.



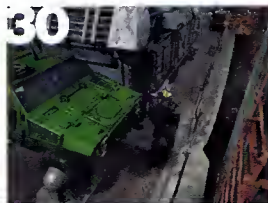
Koudelka Lesant herself, weary from a battle with evil. Shame that her battles are a bit of a bore to get yourself through.



Koudelka and her pair of strapping leads have a moment to appreciate the architecture before embarking on their mission.

● **FIRST PLAY** *Resident Evil* meets *Final Fantasy* in this strange mix from Infogrames and it's looking luscious...





## DETAILS

TYPE  
Action/RPG

RELEASE DATE  
September

PUBLISHER  
Infogrames

DEVELOPER  
Sachinori



**M**ade by ex-Squaresoft employees, *Koudelka* is an RPG – but not in the strictest sense of cute little characters looking for a mystical object to save the world (yawn).

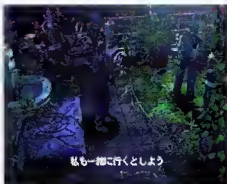
Nope, *Koudelka* is more survival horror than plain ol' RPG. It also bears more than a passing resemblance to Square's latest, *Parasite Eve 2*. So will this tasty little number be able to steal Square's thunder?

Set in a Victorian landscape, and revolving around the exploits of a nubile young lady called Koudelka Lasant, the story begins when Koudelka is mysteriously summoned to Nemeton Monastery by a ghostly presence.

Along her travels she is joined by allies, Edward Plunkett, the obligatory shady character, and James O'Flaherty, a priest sent to investigate the monastery. Together, they attempt to fathom the mysteries within its gloomy walls. The compelling storyline falls between *Resident Evil* and *Final Fantasy* in terms of complexity.

The game also has a strong cinematic feel to it. The storyline is furthered by cut scenes, and the characters use speech rather than text. The acting isn't as wooden as found in most games or your average Hammer Horror, either. The characters are fairly well realised, and Koudelka herself is an impressive femme fatale.

Gameplay wise, this appears similar to the first *Resident Evil*; you even have to press the action button to walk down stairs. The battles are quite different, though. Here the action takes place on a grid, where players take turns to attack in true RPG style.



'Why didn't you trim the plants?!'

Players can cast spells, use short or long range weapons and can even change half way through.

Graphically, *Koudelka* doesn't disappoint, with lush character designs, detailed CG backgrounds and amazing cut scenes. But it is made by ex-Squaresoft employees after all. The sonics are provided by Hiroki Kikuta, a legend in Japan, whose game soundtracks have sold millions. (Although, we think it a bit twee to capture the dark and brooding atmosphere.)

So, with an intriguing storyline, brooding atmosphere, and great graphics, what could possibly go wrong? The animation of characters is sometimes a bit weak, and importantly, the battle graphics are quite poor at present. What's more, the battles are so slow they're almost a chore to get through.

## FINAL TWIST

Spanning four discs, the game is frankly huge. But as a final twist in the plot, *Koudelka* still has to stand up to Square's *Parasite Eve 2*, released mere moments before *Koudelka*. Should Infogrames sort out those small niggles, then this could well top *PE2* and maybe even become the new *Resident Evil*. So let's hope that, like all good stories, things will end happily ever after. ■

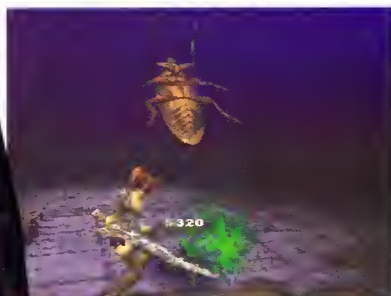
## THE BEST BIT SO FAR



**T**he CG cut scenes are quite simply beautiful, being comparable to *Final Fantasy VII*'s quality, with dark brooding backdrops and some terrifying monsters for you to contend with. You may well fall in love with *Koudelka*, the game, that is.



This fella's about to get a kick in the teeth for daring to suggest Koudelka should make his breakfast for him. Nice fireplace in this quaint kitchen though.



Koudelka in an all out battle against a giant cockroach with her mighty sword. What a woman... You go girl!



The graphics really are some of the prettiest we've seen here at Power. What's he about to do with that firework, the fool?

# Team Buddies

● **FIRST PLAY** Control an army of Playmobil dolls out for blood...



How you stack the boxes determines what you will produce. A single box can be smashed open for a pistol while a tank requires a four-by-four-by-four stack.



Most missions don't simply require you to blow up the enemy teams. Sometimes your objective is to recover an item, such as a bike.

## DETAILS

**TYPE**  
Strategy/Action

**RELEASE DATE**  
September

**PUBLISHER**  
Sony

**DEVELOPER**  
Sins Studios

**T**eam buddies is a bit like football, 'cos it's a funny ol' game ya see. It's got loads of cute little characters who look like they came straight out of a Playmobil set, and yet they're violent buggers that make Rambo look like a big girl's fluffy blouse.

But hey, who are we to complain? After all, Itchy and Scratchy and Tom and Jerry do it all the time, and they're some of the funniest things on TV. Basically a kind of cross



between *Hogs of War* and *Command and Conquer*, *Team Buddies* promises real-time strategy with a twist. Adding a novel spin to the proceedings is the fact that you have to make your own weapons. Making them isn't a process of getting a load of tools and building 'em, nope it's far easier than that. Simply collect up the crates lying round the levels, stick them on your platform, and hey presto! They turn into your very own weapons.

The various shapes you make out of crate combinations make different weapons, but the general rule is that the more crates you stick on, the better your weapons will be. You can create anything from Uzis to bazookas, all the way up to tanks firing laser-guided missiles! There's even the option

## THE BEST BIT SO FAR



**A**lthough you can't appreciate this without hearing it for yourselves, the little Lego men excel in shouting out expletives, the likes of which even stunned our hardened ears. These guys sound like a real bunch of yobs.

to create loads more men too, so if you're running out of manpower, just make some more. How cool is that? (Wouldn't it be good if you could do that for extra friends in real life?)

## RUDE BOYS

At the moment the game is shaping up rather nicely, with some hilarious levels, especially in four-player mode. Graphics aren't stunningly good, but have a certain cartoon charm. A special mention should also go to the sound, since all the characters run around effing and blinding like there's no tomorrow. In fact these

little Lego men seem to have even fouler mouths than that other cartoon stalwart, Kenny from *South Park*. This game will definitely be getting an ELSPA rating of 15.

If there was to be any criticism of *Team Buddies* at this stage, it would be that it does seem to lack a bit of variety. The aim of each level seems to be the simple one of kill 'em all. Now although this is no bad thing in itself, it still makes for a repetitive game. Hopefully Sony can sort out the gameplay issues before its release. If it does, *Team Buddies* could be the surprise hit of the year. ■





Like Konami's riotous *Poy Poy* game, the aim in *Crash Bash* is to run around blowing people up. Laugh? Like a drain, mate!



One level involves bouncing around on pogo-sticks, trying to colour in as many sections of land as possible...



# Crash Bash

● **FIRST LOOK** A new Crash game is coming to town, and this time, they're letting the whole family join in

**T**he latest instalment of the fantastic *Crash Bandicoot* series is soon to arrive. And strangely enough, it doesn't even have a hint of platforming in it. Instead, those crazy guys behind *Crash Bash* have decided to make a kind of group party game aimed squarely at kids and blokes coming back from the pub.

Why no one has thought of having a 3D arena party game before is beyond us, but worry not kids, as the guys behind *Crash Bash* have realised the huge gap in the market. To capitalise, they've taken the best bits of previous party games, like *Micro Machines*, *Bomberman*, etc., and stuck 'em all in the same game! So now you only need one game for that post pub action! Alright!

Featuring eight of the characters from the *Crash Bandicoot* series, such as Crash himself and N. Cortex, *Crash*

*Bash* comprises a whole host of mini-games, from straight on rucks, to races, to ker-zaee party games, mate. The tenuous plot is that Aku Aku and Uka Uka have called upon their teams to battle it out and determine who shall rule the world. Yes, lame, we know, but hey, who cares about plot?

## ROUND ONE

There are over 30 competitive events, along with the promise of even more bonus levels, which can be unlocked by progressing in adventure mode. Of course there are loads of multiplayer options, from solo battles to tournaments. All the action takes place in arenas, and the characters have a host of slick moves to use.

First shown at E3, this game certainly looks like it'll be a real party favourite. The graphics, as you would expect for a *Crash* game are bright, brash and amazingly detailed. In fact it all looks too good to be true, with the promise of so many levels and bonus characters; this could well be the ultimate multiplayer



The girls are represented by Coco!

experience on the PlayStation.

We haven't played the actual game quite yet, so we can't tell you all that much about how the game plays or whether the action gets too confusing. But rest assured, as soon as we get a hold of a copy, you lucky little blighters will be getting a review to read. ■



What the heck's going on?! N. Cortex is the champion of this tournament? No! That means he gets to rule the world! (But it's just a game...)

## THE BEST BIT SO FAR

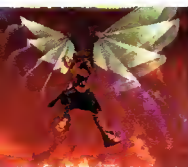
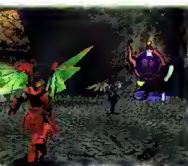


**C**rash and his buddies all together in a bumper-tastic multi-player bonanza! Not only have you got some top cartoon fun characters to play with, there's tonnes and tonnes of mini-games to get into with your mates. We can't wait!



# Legend of Dragoon

● **FIRST LOOK** Sony attempts to beat Square at their own game...



Does this look any different to every other RPG? Not a smidgen ladies and gents. Huh!

## DETAILS

TYPE  
RPG

RELEASE DATE  
Now

PUBLISHER  
SCEE

DEVELOPER  
SCEE

**S**quare is without doubt the undisputed champion when it comes to making RPGs. So much so, that the rest of the videogame world seems noticeably green with envy.

SCEE is a prime example, who not content to watch as Square's *Final Fantasy* series sells by the bucketload, has decided to try and get in on the act. *Legend of Dragoon* appears to be the answer. But can it top the sheer amazement which accompanies most of the *Final Fantasy* series?

Well, the first thing you notice



Our reckoning is that there's just so many RPGs as it is, there needs to be something really special or different to grab people's attention from *FFIX*.

about *Legend of Dragoon*, is that it comes on a whopping four discs. So, at the weigh in, SCEE's challenger certainly appears to match Square's heavyweights. But size isn't everything.

## DON'T I KNOW YOU?

Visually, this looks great, with large, detailed characters and lushly-rendered backgrounds. Square would be interested to note that it all seems a bit familiar; even the leading man looks a bit like Squall. As you would expect, there are loads of monsters to destroy and over-the-top spells to use. Battles are slightly more interactive than in *Final Fantasy*, with the ability to chain moves and increase the strength of magic during battles.

The storyline centres on Dart, a young man who has to rescue his kidnapped mate Shana. Along the

way several discoveries are made, including the fact that Dart is a member of the Dragoons, a race who can sprout wings. There is also the threat of the evil race, the Winglies, and the resurfacing of dragons, long thought extinct.

*Legend of Dragoon* does seem to have a few pacing problems. Too often action drags on till the next cut scene. But, with fine graphics, a solid storyline, and involving battles, SCEE could well score. ■

## THE BEST BIT SO FAR



**T**he visual pizzazz of *Legend of Dragoon*'s fights, especially the spells, help in the fight against the RPG behemoth that is *Final Fantasy*. The battles seem to be a slightly more interactive experience than in *FF* too, and they look amazing.





# MrDriller

● **FIRST LOOK** Not another cutesy, quirky puzzle game, surely? Oh, yes...

## DETAILS

TYPE  
Puzzle

RELEASE DATE  
February

PUBLISHER  
Namco

DEVELOPER  
Namco



**T**he Japanese sure like their puzzle games. They seem to be ten a penny these days, what with *Puzzle Bobble*, *IQ*, *Devil Dice*, et al clogging up the shelves in Japan. Now Namco has decided to get in on the act with this starkly original title.

Basically, the premise of this little number is, as the name

suggests, to drill your way to the bottom of each level. Each stage is made up of varying sizes of blocks, which will gradually fall down the more you drill. Frantic action comes from the necessity to get to the end before your air supply runs out, all the while making sure that the blocks above don't squash you.

As you would expect, the graphics are of the basic cutesy cartoon style, but are more than adequate for the nature of the game. At present, the gameplay seems a bit random: you just keep tapping the down arrow to get through a level. This takes away a lot of the



satisfaction, but after a few goes on *Mr Driller*, all the boys and girls at *Power* were just dying to have 'just one more go' – which is the mark of a good puzzle game.

So things are looking promising for *Mr Driller*, which could well be the new *Puzzle Fighter*. So if the chaps at Namco get cracking and sort out the randomness which abounds throughout, we could have a tasty little puzzler here. ■



# MortTheChicken

● **FIRST LOOK** A game with a chicken called Mort, who has to save the world. Eh?

## DETAILS

TYPE  
3D adventure

RELEASE DATE  
Autumn

PUBLISHER  
Grave Entertainment

DEVELOPER  
AndNow



Mort's also got his own animated TV series in the States and on satellite here.

moments of cartoon violence similar to that witnessed in *Tom and Jerry*, this could prove to be a surprise hit. The action appears to be your average 3D platform adventure, although the developer does promise significant gameplay features to keep us all interested.

## HEY CHICKY BABE

The basic premise of the game revolves around our hero Mort having to travel through strange alien environments in a similar manner to *Spyro*, although at the

moment it looks a little shoddy compared to the spunky little dragon's exploits.

Yes, it looks a bit run of the mill at the moment, but if the developer sticks to its gameplan of mixing up quirky gameplay with cartoon violence, this could turn out to be good piece of prized game. Our main concern though is that rent-a-hero-platform games went out with the SNES (the likes of *Bubsy The Bobcat*, *Alfred Chicken* and others had us pulling our hair out in tedium-induced rage then, we don't want to go through it again), or, on the evidence of this, did they? ■



The worlds of *Mort* seem quite puzzle-like in nature. There must not be much to do for a chicken in *Mort's* world. Well is there?



The colourful appearance of *Mort The Chicken* will make it appealing to kids, but all us older games have seen it all before.

**T**he PlayStation looks to be getting chicken fever this year, what with this and *Chicken Run* soon to be released.

But will our plucky little feathered friends succeed in the cut-throat world of PlayStation, or will they just end up stuffed and rancid?

A highly comical cartoon take on the 3D adventure genre, *Mort The Chicken* looks like a Looney Toons cartoon played out on your PlayStation. Complete with classic

# Harvest Moon

● **FIRST LOOK** Fall in

love with the sweetest little farming game you ever saw!

## DETAILS

TYPE  
RPG

RELEASE DATE  
October

PUBLISHER  
Crave Entertainment

DEVELOPER  
Natsume

**H**arvest Moon is a strange game. Originating on the Gameboy, it has proved to be immensely popular, selling by the bucketload. Can the PlayStation version repeat this success?

You are a handsome young country boy who has inherited his grandfather's farm, which is now a wasteland. In order to honour your

grandad, you must turn the ailing farm into a thriving, living, money-producing goldmine once more.

Okay, sounds iffy, but the game is actually very engrossing and extremely addictive. The gameplay centres on the farm and the small community surrounding it. Tending to livestock, vegetables and protecting the farm will tickle the intellectual side of anyone. Expect a bit of conflict with other characters, just don't expect any gunfights and mayhem.

Interesting features include a myriad of bonus games ranging from a Town Tomato Fight to



There's always mini-games in RPGs, so it's no surprise to see some horse-play in Harvest Moon. Not sure whether you race or bet on them. Gambling's bad...

Chicken Sumo (!?). There are also prospects of luve, with your dapper young hero wooing the ladies with his culinary skills. You can collect over 100 recipes to impress the laydeez, and all produce grown at the farm can be used. There are five lovely girls (which one will you end up with?) and loads of characters to meet. And just like real life, your actions have different results – so be careful with your flirting techniques and don't p'ss anybody off!

Graphically this looks quaint and cute, though somewhat basic. It remains to be seen



whether Harvest Moon can succeed in the action-orientated world of PlayStation, but so long as people can see past the low-fi visuals, this could prove to be rollicking good fun. ■

# MM Legends 2

● **FIRST LOOK** Mega Man's back! Off on another quest, with a whole gaggle of friends!



Mega Man's exo-suit allows him to lift extremely heavy objects. Quite handy all this futuristic technology, eh? Only for heroes!



Quite the heroic lad is our Mega Man. Lookit 'im quite likely bounding off to rescue a fair young maiden. We love Mega Man!

## DETAILS

TYPE  
3D action

RELEASE DATE  
TBA

PUBLISHER  
Eidos

DEVELOPER  
Capcom (Japan)

**A**nyone who remembers the first Mega Man Legends will instantly know what to expect from this sequel.

First off are the 3D platform elements, with Mega Man running and jumping in typical fashion. There's also loads of action, as expected from a Mega Man game, plus puzzles to solve and a hint of RPG. So a Jack of all trades, then.

The plot revolves around Mega



A great mix of cartoon stories with great 3D adventure action. Pretty cool!



Man and his cohort Roll going off on a quest for 'The Great Legacy', apparently a legend of an infinite source of power (a bit like the holy grail then, hmmm?).

Said to be hidden in 'The Forbidden Place' (well you've got to give it to 'em, they have very imaginative minds when it comes to naming locations), Mega Man must talk, solve puzzles and fight enemies to discover this secret source of energy.

## WIDE WORLD

Looking similar to The Misadventures of Tron Bonne, the game promises a larger world to

explore than the first, with more mini-games to occupy your attention and more enemies to defeat. As in Tron Bonne, Mega Man is able to utilise his robot helpers in his quest. He also boasts all new weapons and moves, which is nice.

All in all this looks quite promising indeed, but, again like Tron Bonne, the game could prove to be a bit too easy for some. As a sequel, this basically offers more of the same and looks like it aims to refine rather than revolutionise. Nevertheless, it's shaping up quite nicely, so keep an eye out. ■



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## Spider-



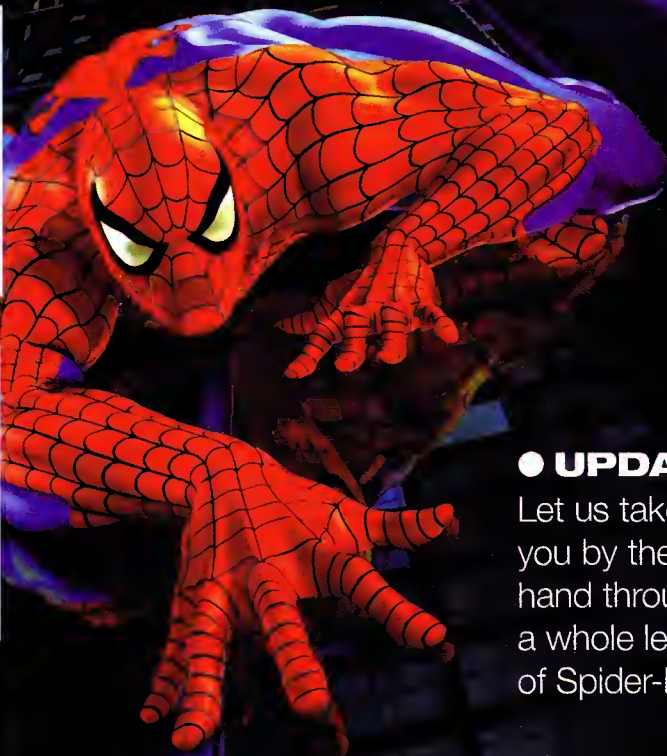
Spidey sure looks great, but Black Cat is a bit of a mangy feline if you ask us. She's just a token 'tell me where to go' character.



It really is quite a majestic moment when you throw Spider-Man off the side of a building!



No superhero can go around without duffing up a few deserving criminal scum-bags. With web-gloves his punches are hard!



## ● UPDATE

Let us take you by the hand through a whole level of Spider-Man!



# Man

## DETAILS

**TYPE**  
Superhero Action

**RELEASE DATE**  
September

**PUBLISHER**  
Activision

**DEVELOPER**  
Neversoft



**A** sleek form swings across the screen then lands atop a skyscraper. The red and blue figure surveys his surroundings before being greeted by a slinky feline woman who drops in. 'Hey Spider...' she purrs. It's Black Cat letting our friendly neighbourhood Spider-Man know the score on what mischief the terrorist group Jade Syndicate is up to.

The amazing thing is that this is not half an hour of Kevin slacking off to watch an episode of the cartoon series, though it sounds like it; this is one little out-scene from the game that actually features the voices of actors from the TV show. Now the real fun's about to begin.

The femme fatale lets you know about a bank that's being robbed by armed nutters, so it's down to you to get in, sort out the riff-raff and rescue the hostages. A normal kind of day for an adventuring hero like Spidey! A pounce off the rooftop edge, then a flick of R2 and you're swinging your way over to the next towering skyscraper. With spider-powered superhero fashion, in your bound; you'll encounter a series of meat-head thugs with guns. Time to dish out some spider-strength punches and kicks! Beef up your hits with a pair of web-gloves by pressing Left and Triangle if you need, but these mooks are easy.

Into the bank and your available powers switch around a little. A click on the R1 button and you'll fling a web line onto the ceiling, then up you'll follow. Once up there, you'll get a view from above while the ceiling turns



transparent so you can see. Crawl around and hold L1 to get a targeting view of the terrorist loser below. A tap of Triangle and Down and Spidey will toss the loser aside with a web line – wham!

### CREEPY CRAWLY

This bit requires Spidey to employ a bit of sneakery, as to alert the bad boys would cause their trigger fingers to fly off and there'd be innocent lives lost. So it's a one-by-one take down, making sure the civilians get away okay. The last few lose their nerve and trigger a bomb set to explode in

two minutes. As the hero, you have to knock out the remaining perps and allow the hostages to flee. Then use your spider-strength to transport the megaton bomb to the massive safe where it can go off harmlessly. Baddies plans scuppered, innocents safe, money intact and no real harm suffered. Excelsior!

If this taster of what you can do in Neversoft's definite hit *Spider-Man*, doesn't get your pleasure bits pulsing a little, then you're obviously a eunuch. Find out exactly how fantastic this is in the *Spider-Man* review, soon! ■

### THE BEST BIT SO FAR



**R**emember those secrets we discovered and haven't told you yet? Well here's one of them. This is Spidey in his black costume before Eddy Brock got hold of it to become Venom! And there's more. Hardcore cool or what?



Grab a baddie from behind and you'll be able to climb on their backs to dish out a right proper pummeling. Punch harder!



No way is Spidey a weed at all, he has the proportionate strength of a spider to lift up a ton of hi-tech explosives.

PREVIEW

# Dino Crisis 2

● **FIRST LOOK** Regina has to venture back to a land that time forgot...



## DETAILS

**TYPE**  
Survival horror

**RELEASE DATE**  
November 2000

**PUBLISHER**  
Virgin Interactive

**DEVELOPER**  
Capcom (Japan)

**T**hings are tough all over for Regina. Just when she was looking forward to a quiet life, the PlayStation's master of horror, Shinji Mikami, plucks her back from obscurity and slam dunks her back into a pulsating, prehistoric pot of monstrous proportions...

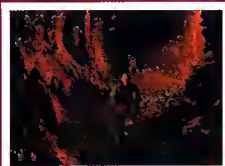
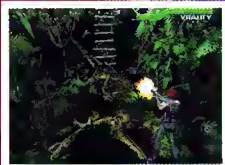
One year after Regina infiltrated Ibis Island, apprehended barking-mad boffin, Dr Kirk, stole his life's work and condemned a bunch of Jurassic throw-backs to extinction, things have taken another turn for the worse! After Kirk's research into the Third Energy had been handed over to the military, the gung-ho goons, seemingly oblivious to the catastrophic cock-up that caused Ibis to become infested with more snarling, scaly dinosaurs than a Rolling Stones concert, cocked-up. The upshot of it all is

that the research facility, situated in a remote place called Edward City, has mysteriously vanished – replaced by a dense jungle the likes of which hasn't been seen since Jenny Agutter famously bared all in the film, *Logan's Run!*

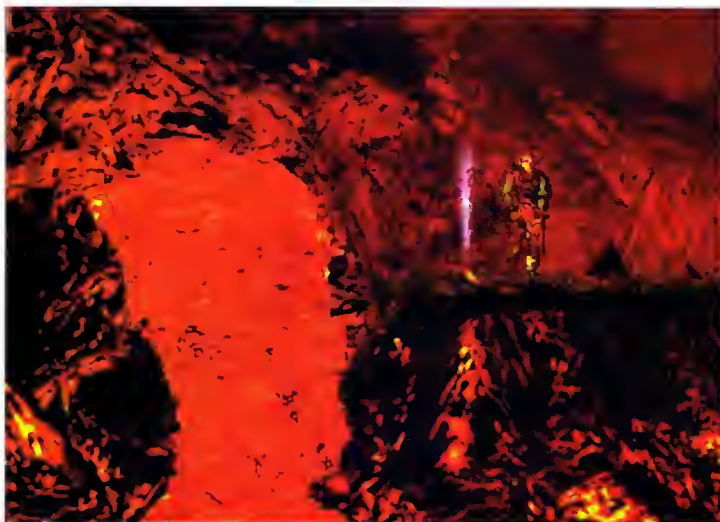
## GWANGI

The government now has to rectify its tampering with nature by making use of a prototype space transfer device – a time machine of sorts – to send, you guessed it, Regina and a new team of bad-ass military soldiers, back to a land that time forgot and rescue the missing research scientists. Decked out with all the latest monster-mashing weaponry, Regina has to once again confront situations more terrifying than a night alone with Gary Glitter, terrors that a happy-go-lucky, 21st-century gal just shouldn't have to contend with.

Having played an early version of *Dino Crisis 2*, we can report that the intense survival horror feel of the previous game, and indeed Mikami's *Resident Evil* games, has







Hot (quite literally!) new locations feature in *Dino Crisis 2*. Here we see Dylan, the new boy, getting a little too close to a lava stream than can possibly be healthy. Imagine the satisfaction of knocking a dinosaur into that!

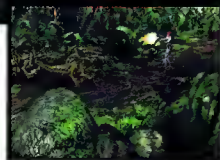


Whatever you do, don't sit down! The chances are that that seemingly harmless rock will turn out to be a 20ft demented dinosaur of some description!

been cushioned somewhat. The result is a much more free-flowing arcade-style action game (but still with plenty of puzzles crammed in). Regina is joined in her rescue mission by a new character called Dylan, whom you can control at key junctures during the adventure. In stark contrast to Regina, Dylan is a slow, stocky character, but can carry beefier weaponry – which could come in handy when confronted by the ten new breeds of dinosaurs that roam this game.

Both Regina and Dylan can carry two weapons at a time, the second of which can be drawn on

the fly, mid-battle, if the monsters start to get the better of you. Another new addition is the points system. By defeating hordes of creatures, you can earn points which, when totalled up, can be used to purchase better fire-power, essential ammunition and healing aids. Picking the right weapon for the present situation is essential. If you become surrounded by a pack of salivating dinosaurs, it may be better strategy to use a quick-firing pistol than a heavy-duty, slow-to-reload elephant gun. Whatever you choose, learning by your own mistakes is part of the fun! Rather



than mindlessly blasting in roughly the right direction, a new targeting system has been implemented whereby you can lock-on to a desired target. This is used to great effect in the game when Regina is able to shoot at creatures above and below her with minimal risk.

*Dino Crisis 2* isn't just based on the land. True, a sprawling Jurassic jungle is where much of the action takes place, but Regina



It may just be his aftershave, but Dylan just can't stop being harassed by loved-up dinosaurs. See how they all want a bit...



First they opened doors in Spielberg's *Jurassic Park*, and now the bloody dinosaurs can climb ladders. Whatever next, we wonder?



Of course, fighting may not always be the best option. If things get too hairy, you can always utilise the 180° turn button and bravely run away...

## THE BEST BIT SO FAR

**W**ith ten different species of dinosaur all running rampant in *Dino Crisis 2*, plus the new fire-power on offer, the sense of wading through the jungle, guns drawn, obliterating anything that twitches is immensely satisfying.

can also don diving gear and sink beneath the depths of a murky lake to do battle with new amphibious reptiles! Playing as two separate characters introduces some cunning new plot twists as well. Whatever you do with Regina will affect the events experienced by Dylan, and vice versa, which should provide scope for more of those multiple endings. Expect to see the full review of *Dino Crisis 2* in the next issue! ■

# ChickenRun

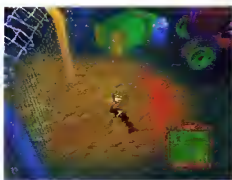
● **FIRST LOOK** The film had us laughing for hours, let's hope the game doesn't reduce us to tears



Ginger: Have you got any ideas?



Mental farmer on his way to getcha! Ginger's pretty tasty for a chicken.



Farm-life is odd. For example, nearly every creature was born in a barn! becoming a nice Sunday dinner for someone. This is, rather unsurprisingly, also the premise of the game.

Action takes the form of a mix of well-trodden styles, including stealth, platform, action and adventure. In order to escape from the farm, the plucky little chaps have to overcome various traps put in place by the nefarious Mrs Tweedy and her husband. Not only that, but the adventure also brings Rocky and co. face to face with guard dogs and a hideously evil circus owner, among others.

## STEALTHY CHOICE

Stealth appears to play a very important role in *Chicken Run*, with the characters having to sneak around the farm collecting parts for their ever more complicated and convoluted contraptions with which to escape. Puzzle elements are also rampant, and strategy is key to your success. For example, you have to ensure that the rest of your friends escape before you are finally allowed to progress.

So far, the game is looking pretty sweet at the moment,



Ginger's a very domesticated chick-a-dee. If you've seen the film then you'll know that she's called Ginger because of the colour of her feathers.

recreating the feel of the Claymation film rather well. It also looks like the film's creators are taking this one pretty seriously, with the whole cast of the film (including the dashing if rather haggard Mel Gibson) voicing the characters. Wicked! Nick Park also played an active role in the creation process, advising the developers at every opportunity.

It has to be said though, that at the moment the puzzle elements do seem a bit too

simplistic, with an overall feeling that *Chicken Run* shouldn't take too long to complete. So don't expect a cartoon version of *Metal Gear Solid* as the final outcome.

It appears that the developers have taken the view that this will only really appeal to the kids, and so seem to be neglecting the gameplay side of things.

Still, it looks pretty, and if they ramp up the difficulty a little, then this could well be eggcellent. (Ho ho ho!) ■

## DETAILS

### TYPE

3D Adventure

### RELEASE DATE

Unlabeled

### PUBLISHER

Trips

### DEVELOPER

3D



**T**he game to Nick Park's eagerly-anticipated big screen debut, *Chicken Run* looks like mirroring the success of its big screen cousin. Naturally following the heroic exploits of Ginger and Rocky, the game closely follows the plot-line of the film.

Don't know anything about the amazing film? Well worry not, for *Power* is here to explain all. Essentially it's about a group of chickens (well, duh!) who seek to escape from the terrors of Tweedy Farm before

## THE BEST BIT SO FAR



**T**he prospect of having all the characters from the film faithfully reproduced is one to get the juices flowing, especially when the impressive vocal talents of Mel Gibson are included. The film's creator, Nick Park, also had much to do with the game's progress.



# Star Trek: Invasion

● **FIRST LOOK** Stop the evil Borg from ruling the galaxy!

## DETAILS

**TYPE**  
Space Shooter

**RELEASE DATE**  
September 2000

**PUBLISHER**  
Activision

**DEVELOPER**  
Warthog

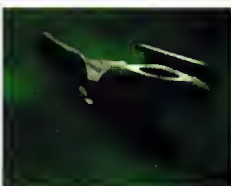


We have to admit that the graphics are quite pretty, shame about the rest.

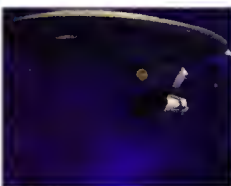
**L**isten to Worf bark at you in your training missions, get used to flying your shuttle-craft and really set your mind on tackling the evil Borg aliens. That's what it's all about.

*Star Trek: Invasion* is a space shoot-'em-up that sees you wandering off to the Neutral Zone in your first proper mission. This time you face off against the Romulans in a tricky situation that leads you into a ruck against the Borg. Do Trekkies ever speak like this? Probably not, but perhaps they would say something like 'engage the sinister Borg'. Hmm...

What we've seen so far is a *Colony Wars* rip-off that's got the *Star Trek* brand splashed all over it. There's not a single thing in here that's original or well done, except for the very-much-like-the-show menu screens. They look exactly



Space ships, from the whole span of shows, films, books, blah blah blah. Don't they look phallic? We think so.



This is the very first task you have to tackle and it's the most tedious, infuriating, bothersome chores you'll ever have the displeasure to deal with. Fly through the hoops. Why should we?

## THE BEST BIT SO FAR



**T**his isn't likely to get you excited unless you are a true Trekkie, but the interface has been designed with a really authentic *Star Trek* feel. It's like being at the helm of the *Starship Enterprise*! Whoopiedoo... Ooh we're so geeky.

# Ms Pac-Man

● **FIRST LOOK** Gobble up balls and flee from ghosts

## DETAILS

**TYPE**  
RPG/Adventure

**RELEASE DATE**  
September

**PUBLISHER**  
SCEE

**DEVELOPER**  
Namco (Japan)



**T**he classic Namco game *Pac-Man* is back! Yet for some bizarre reason *Pac-Man* seems to have decided to undergo

a sex change... Everybody remembers *Pac-Man*, and even to this day, tears fill Ryan's eyes every time the name is mentioned. But will this latest instalment of the classic series do it justice?

We are mystified as to why Namco decided to change the most recognisable videogame character ever into a girl!



Apparently there is going to be a 'pumping' soundtrack and the promise of cool multiplayer action. There are loads of different modes, such as ghost mode, where one player is Ms Pac-Man and the other three are ghosts chasing after the yellow heroine. Another mode is dot mania, where, surprisingly enough, the player who gobbles up the most dots is the winner.

Graphics, although in brand-spanking new 3D, still look very old school and basic. *Ms Pac-*



*Man* promises over 180 levels of traditional play. Everybody knows what *Pac-Man* is about, but the problem is, will the classic gameplay be enough to satisfy the desires of the masses? We at *POWER* remain a bit dubious as to whether this will be the case. ■

What looks like a Chinese Dragon in this level could prove to be a real hassle for Madame Pac. They take up more space than the classic Ghosts.

## THE BEST BIT SO FAR



**G**et yourself out of the way of the oncoming Ghosts along a natty route round the course for the most Power Pellets. It's cool when you get your brain ticking away properly to outwit the ghouly ghouls.



Nice, pretty colours and solid looks makes for well rounded graphics. Aho!

# PREVIEW

# Rayman 2

● **FIRST PLAY** The PlayStation's first ever platform hero is back for more!



## DETAILS

### TYPE

Platformer

### RELEASE DATE

September

### PUBLISHER

Ubi Soft

### DEVELOPER

Ubi Soft

**A** long, long time has passed since we last saw the limbless one, but now his return is truly an exciting one, as Ubi Soft has made a huge effort to make *Rayman 2* as brilliant as possible.

In fact, it has been working on it nonstop around the clock for the past few months. Two teams have been involved in its creation, one based in the United States and the other in China. While one team went to bed, the other continued with the work.

In episode two, Rayman's planet has been conquered by a band of space pirates, and your species is relying on you to rescue them. As the great hero, you've got special skills, as before, such as the helicopter jump. You must gather all the collectables on each level to restore the world's energy.

## LEVEL HEADED

One of the biggest things that Ubi Soft has been addressing is the variety of levels across the 50 that



Five years on since the first *Rayman*, the effects are very modern indeed...

have been created. Rayman swings from trees, flies down from trees and swims through swampland. It really is shaping up to be huge. Lots of platform puzzlers is in there too, with mechanical challenges and

assorted lethal traps scattered everywhere for you to contend with. Those pirates really are a nasty bunch.

The look of *Rayman 2* is much like the first: very bright, cartoony and colourful. There's loads of

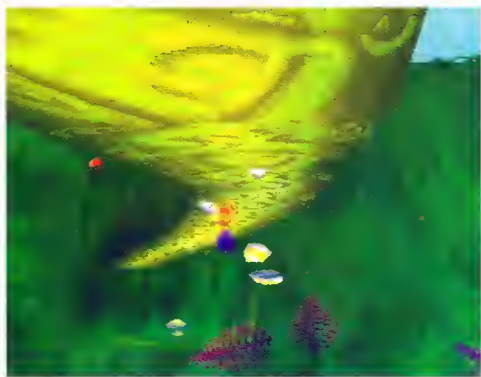


**TOCA**  
World Touring Cars

August 25.



# PREVIEW



Really plush landscapes, so very green. It's simply wonderful. La-la-lush land!



We descended from monkeys according to Darwin. Do y'suppose Rayman did too? He's certainly got the simian skills. So has Kelvin, the hectic monkey-boy, detail in certain places, and then sometimes not much, but overall the look is effective.

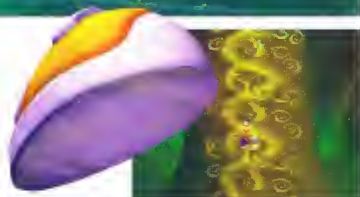
A new control has been added to Rayman's bag of tricks which helps him adjust to the new 3D world he lives in. Hit R2 and he'll turn to face the nearest enemy, making the task of negotiating the terrain and offing the bad guys much easier. In fact, his transition to the extra plane has come over quite well, as the gameplay's loads of fun so far. The only problems we see at the moment are the occasional camera problems and

some slight graphical glitches. This is only a small gripe that hardly makes a dent on the gameplay and smooth learning curve. Look out for full review, next month! ■

## THE BEST BIT SO FAR



Watching the 'man float down when you click the jump button again to make his hair spin. It's really funny when his mohican turns into helicopter blades. (After listening to Clive's jokes all day we'll laugh at anything!)



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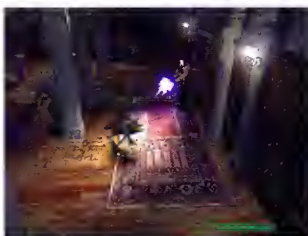
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# Alone In The Dark: The New Nightmare

● **FIRST LOOK** Developers shine new light on the original survival horror!



Edward gets himself armed with some really tunky weapons that are based on light. Kinda like lasers, then? Well anyway, expect to see some fantastic in-game effects created by their bursts of energy.



There are some really nasty creatures that inhabit the world of *Alone in The Dark IV: The New Nightmare*. This tri-podded freak is about to bite some crotch. Ouch!

## DETAILS

### TYPE

Action/Adventure

### RELEASE DATE

November

### PUBLISHER

Infogrames

### DEVELOPER

Darkworks

**P**aris, 4:30pm. We were brought into the Darkworks offices to meet the new team behind *Alone in the Dark IV* – the latest episode in the world's first survival horror series. And we were completely blown away by the sheer beauty of their work.

The creative talents at Darkworks all have one thing in common – they really work hard on the finer details. And that sort of thing only serves to make the whole picture look marvellous. For example, a painting on a wall of the mansion was lovingly drafted by a real artist's hands. It was



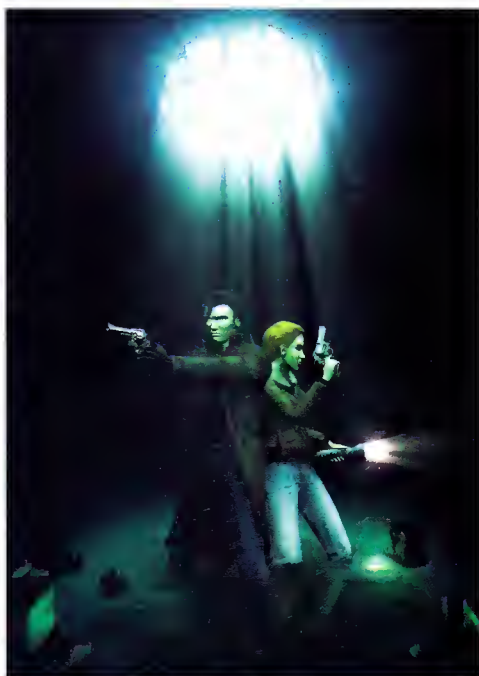
scanned into the game just to be placed on the wall as a prop.

These props and backgrounds do more than just look pretty. They make up the locations that you'll have to search through for clues by the light of your torch.

## BLACK OUT

The brilliant thing about the torch is that the light casts real shadows. Not only does this look very cool indeed, but you feel a sinister cloak of darkness all around that forces you to explore the shadows. It brings out the true feeling of being *Alone in the Dark*. This is especially freaky as there are loads of obscene-looking buggers out to eat your brain.

Your task is to search locations throughout the islands for more clues as to who the murderer of



Charles Fisk is, friend to your man Edward Carnby. Your special ability to identify anything evil should be useful when playing as Carnby, as he's a supernatural private eye.

On the second disc you play as Aline. An anthropologist from Boston University, she's on the island to find her father, who may or may not be the same man that Carnby's after. The two are also on



the search for some mystical Native American tablets that Fisk and, it seems, Aline's father were originally pursuing.

The visuals are probably going to mark *Alone in the Dark IV: The New Nightmare* as one of the most beautiful games on the PlayStation, as well as being one hell of a creepy adventure in the dark. Keep your lights switched on for more Power Info. ■

## THE BEST BIT SO FAR



**W**ho's there?! Oh... it's just the coffee table. Anything in the shadows could turn out to be freakish nightmares with teeth. It's very frightening indeed. Just make sure you're not alone in the house when you play it, and all the lights are on!







## Spyro: Year Of The Dragon

TYPE: Platformer

RELEASE DATE: November 2000

PUBLISHER: SCE

DEVELOPER: Insomniac

**W**e simply can't wait to get into some fun simplistic platforming pleasure with *Spyro 3*. We've always loved that cute lil' purple dragon on the strength of his previous two games, and this third looks set to be the best yet. There are 30 worlds to get through, peppered with new skateboard sessions amongst the familiar head-charging and fire-breathing that makes *Spyro* games so special. The mini-games include a moment to play as sickly-cute 'roo, Sparks, and three other characters will be fully controllable as well. Expect to see a full, in-depth preview on this little gem, next month!



## Bugs Bunny & Taz: Time Busters

TYPE: Platformer

RELEASE DATE: October 2000

PUBLISHER: Infogrames

DEVELOPER: Infogrames (in-house)

**T**wo of the most timeless cartoon characters are starring in a real epic together! Each has their own wacky skill for you to use. Taz can drill his way into the ground to create a tunnel for the Bunster to crawl through, Bugs can... erm, well anyway. The game is looking pretty cool in terms of graphics, but nothing knockout as yet. Mind you, *Bugs Bunny: Lost In Time* chewed our carrots, and this looks to be a little better what with there being always two darned critters to play with. *Bugs Bunny & Taz: Time Busters* won't bowl you over with its originality, but it'll be fun for kids nonetheless.



## Duke Nukem: Land Of The Babes

TYPE: Action/adventure

RELEASE DATE: October 2000

PUBLISHER: Infogrames

DEVELOPER: n-Space

**T**he aliens are taking the piss! They want our women for their breeding program of human/alien hybrids, so they wipe out all the blokes and snatch the dolls. Who can possibly save them, we wonder? You're in familiar territory if you've played *Time To Kill*, but this time you've got loads more weapons at your disposal, including Duke's new trademark piece, the Golden Desert Eagle (flash girl). The game is much smoother to play than its jerky predecessor and the wry-humour and Duke's gritty one-liners are back with a vengeance. We'll be taking a bigger look at this one, next month.



## Who Wants To Be A Millionaire?

TYPE: Quiz game

RELEASE DATE: September 2000

PUBLISHER: Eidos

DEVELOPER: Rothhouse Creations

**D**oesn't Chris Tarrant get right up your nose? 'Is that your final answer?' - he says - yes it bloody is, now give me the money! Of course, it's an act designed to build the tension, now you are in the hotseat! In Eidos' *Who Wants To Be A Millionaire*, you get all your Lifelines, they've even pre-recorded some pretend mates for 'Phone A Friend' moments - just in case you don't have any. If you do, there's the multi-player mode for quick reaction, button smashing rounds, just like the pub machine! Completing the experience is Tarrant himself, wise-cracking and rubbing his chin, like he does.



## Ray Crisis

TYPE: Shoot 'em up

RELEASE DATE: September 2000

PUBLISHER: JVC

DEVELOPER: Taito

**A**vertically-scrolling shoot 'em up similar to games like *R-Type Delta*, *Ray Crisis* provides fun and thrills through the low brow action of shooting madly at thousands of things at once. Looking at it, *Ray Crisis* appears to be a distinctly old-school game, sticking to its guns with no frills blasting. Graphically it looks passable, but it ain't gonna set the world alight. In terms of gameplay. You have a choice of five different ships and there are loads of power-ups. But we've seen it all before, and it looks like *Ray Crisis* won't be a refreshing new ray of light. Full review treatment, next month!



## Wacky Races

TYPE: Racing

RELEASE DATE: September 2000

PUBLISHER: Infogrames

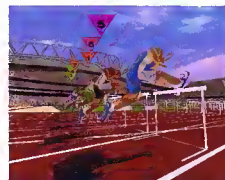
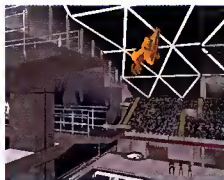
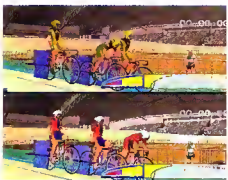
DEVELOPER: Infogrames (in-house)

**T**he *Wacky Races* cartoon was quite possibly the greatest cartoon ever made, with classic characters like Penelope Pitstop, and of course, Dick Dastardly. Now, courtesy of Infogrames, lucky PlayStation owners get the chance to play as Dastardly and the gang. A simple racing game similar to *Crash Team Racing*, *Wacky Races* sadly looks quite dire at the moment. The graphics look like a dog's spanked arse, and the handling is so bad there are no words to describe how bad it actually is. It looks like this game has a long way to go before being anywhere near playable. But we'll wait!

His legs take him 200m in 19.32 seconds.

How fast are your fingers?

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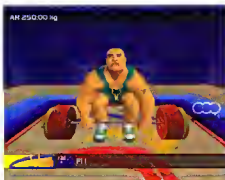






## THE Game of THE Games

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# Sports Illustrated

A new, regular round-up of the cream of the sporting crop, currently in development...

Everyone moans about sequels. Tired, unoriginal updates being churned out on a conveyor belt, year after year! But what about the real culprits, the games that relentlessly snatch your money annually with only limited returns? In other words, what about all those bloody sports games?

Every year, you can almost set your watch by when the latest sports updates start flooding the market, and because there are so many, covering them all tends to be a problem. So, what better way to keep all you sports fans out there updated than a brand-new, specific

section dedicated to all of the very latest sports games currently in development? Every month, we will be waxing lyrical about every sport known to man in this very section. From fishing to football management, every new sports game in the PlayStation pipeline will be featured in this new Sports Illustrated section for your easy reference and up-to-the-minute progress reports.

This month, we kick off Sports Illustrated with more than enough American Football games, some good old English footie, plus cameo appearances from the world of boxing, fishing and golf. In need of a sporting fix? Check this lot out!



**FA Premier League STARS 2001**

**TYPE:** Football **RELEASE DATE:** September 2000

**PUBLISHER:** Electronic Arts **DEVELOPER:** EA Sports

While being a grand idea on paper, *The FA Premier League STARS* didn't exactly set the world of PlayStation football alight last time round. The game was marred by its own innovation, and players that needed beefing-up via the STARS system performed too infuriatingly badly to bother with. This 2001 update features plenty of new elements to make it more exciting, including two-player matches in which you can wager your best players on the outcome and the chance to earn more STARS points via challenges.



**Knockout Kings 2001**

**TYPE:** Boxing **RELEASE DATE:** November 2000

**PUBLISHER:** Electronic Arts **DEVELOPER:** EA Sports

Currently being put through its paces in the EA gym is the nimble-footed *Knockout Kings 2001*. Now expanded to feature the best female contenders (of which we can't name a single one!), as well as new ways to throw and control punches, an enhanced career mode, plus new moves and combos. The game is also scheduled for a PlayStation2 release, and early reports suggest that it is looking 'thimply the betti'. How will it fare against *Ready 2 Rumble 2*, though? Find out right here, next month!



**Madden NFL 2001**

**TYPE:** Gridiron **RELEASE DATE:** September 2000

**PUBLISHER:** Electronic Arts **DEVELOPER:** Tiburon

With so much competition stateside, Madden's grip as the market-leading NFL franchise may be slipping, but that won't stop the fat man from having his regular, annual surge towards the PlayStation SuperBowl! *Madden NFL 2001* contains more new features than outtings of late: there have been graphical updates (including wristbands, elbow pads and gloves for the players that wear them), kickers can change the trajectory of their kicks, and you can now force more fumbles late in the game.





## NCAA GameBreaker 2001

**TYPE:** Gridiron

**RELEASE DATE:** September (US release)

**PUBLISHER:** SCEI

**DEVELOPER:** 989 Studios

**W**ith the official NFL games struggling to enjoy regular success over on these pure shores, the chances of an American Football game based around the slap-happy world of NCAA college football going one better are very bleak indeed. This is probably why *NCAA GameBreaker 2001* from Sony of America will not be released in Europe. However, import-buying Gridiron fans can look forward to 175 college teams, improved AI, over 1,800 individual plays and the most accurate motion-capture ever seen... in an *NCAA* game! Certainly worth a look if you dig the sport, though.



## NFL GameDay 2001

**TYPE:** Gridiron

**RELEASE DATE:** August (US release)

**PUBLISHER:** SCEI

**DEVELOPER:** 989 Studios

**S**lowly making up the ground on Madden with each new release, *NFL GameDay 2001* is much more tongue-in-cheek. You can taunt and dance rings around your opponents and the massive graphical upheaval brings new elements of realism to the field, thanks to 200 brand-new moves. The realism also spills over into the gameplay with a whole new batch of intelligent plays, the likes of which have never been seen in a game of this type before. Indeed, it includes ones you'll not fully appreciate unless you have a almost unnatural interest in the sport. Definitely one for the hardcore contingent!



## Player Manager 2001

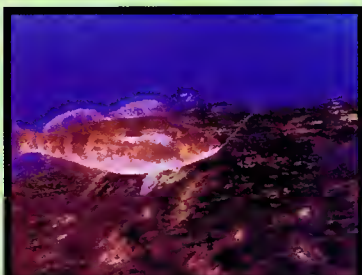
**TYPE:** Football Management

**RELEASE DATE:** November 2000

**PUBLISHER:** Anco

**DEVELOPER:** Anco

**W**ould you believe that this game was well into development before its predecessor hit the streets back in April? Don't be fooled into thinking this is just a mere relash, though, because the idea was that Anco would get this game onto the shelves as early as possible into the new season, and numerous enhancements have been incorporated to boot. All of the menu systems and in-game options have been greatly improved for speedier, more user-friendly accessibility. Also, the graphics, from motion-capturing to the stadiums, have been re-jigged for extra authenticity. Beano!



## Reel Fishing II

**TYPE:** Fishing

**RELEASE DATE:** August 2000

**PUBLISHER:** Crane Entertainment

**DEVELOPER:** Natsume Inc

**W**hereas Konami's recent *Big Ol' Bass* game pushed the PlayStation fishing genre to new heights by daring to do something a bit different (post-apocalyptic fishing for sea-monsters anyone?), Natsume's *Reel Fishing II* relies more on subtle enhancements to win the anglers over. This sequel features over 50 different types of fresh water and salt water fish to catch, more than 500 flashy bits of kit, and four methods of fishing. However, innovation does prevail in the form of several new hidden stages that house new types of fish, including the mysterious coelacanth. Whatever that is.



## Tiger Woods 2001

**TYPE:** Golf

**RELEASE DATE:** December 2000

**PUBLISHER:** Electronic Arts

**DEVELOPER:** EA Sports

**C**urrently in development for PlayStation and PlayStation2, *Tiger Woods 2001* is looking decent enough. Exact details as to the content of this sequel are sketchy right now, but it is believed that new courses, modes of play and golfers will be present. Of course, this matters not one iota unless EA Sports can address the control system that has dragged the previous games into the doldrums. Best played with a Dual Shock pad – virtually impossible without – you never really felt the sensation of twatting the ball for all you're worth before. We wait with bated breath...



## UEFA Striker 2001

**TYPE:** Football

**RELEASE DATE:** October 2000

**PUBLISHER:** Infogrames

**DEVELOPER:** in-house

**L**ast year's outing did enough to put the wind up *FIFA* and seriously challenge it for the arcade football crown. This year's offering looks set to build on the formula. Maybe it'll even start to slide in on *ISS* territory by incorporating more strategy and less 'skating-on-an-ice-rink' gameplay. Maybe. *UEFA Striker 2001* should feature more teams and up-to-date rosters, plus more stylishly-recreated stadia and crowd effects. The training pitch earn-a-bonus feature should also be back with a vengeance, with plenty more hidden teams waiting in the wings to be unlocked. More on this soon!

The Hoffster in action... see how he defies gravity by clinging on to a lump of metal and riding too quickly up a vertical ramp.

## Hoff file...

**NAME:** Mat Hoffman

**AGE:** 27

**FROM:** Oklahoma City, OK

**TEAM:** Hoffman bikes

Winner of nine world championships, Mat Hoffman is acclaimed by all on the ESPN channel as the leading name in BMX freestyling. Founder and owner of big name manufacturer Hoffman Bikes, the hardcore Hoffman Bikes Factory Team and Exhibit Clothing, he's not just the world's best bicycle stunt pro rider, but that's the main reason why you're going to be playing the BMX game with his name plastered all over it.

**'Am I a kid if I'm older than the cops yelling at me? It's a confusing subject and I don't even think that was the question...'**



# Mat Hoffman

The world's number one BMX bandit on his new game, getting yelled at by the cops and space ambitions...

## How does it feel to top your sport?

Well, if you were to have asked me that two years ago it wouldn't have been all that big a deal for me because I've been riding competitively at the top of my sport for over 15 years, but I had to take time off because of injuries, and it was one of the hardest battles of my career to get back to the top. So it feels very satisfying, and I have a whole new respect for what it takes to get back here.

## What got you into BMX?

I wasn't really good at following rules, and bicycle freestyle was a sport that I could adapt the rules to my personality and not vice versa. The idea of being able to make the rules up as I went along is what got me into it.

## Why did you want your own game?

The main reason was to have something that was visually so close to the real thing that I could ride virtually when I am 80 years old. It kind of immortalises the sport for me.

## How much do you play the game yourself?

As much as I can. I'm trying to adapt Bleem to my game so I can play the builds on my laptop while travelling, so far I can't get the buttons to line up, but soon it will be my on-road companion.

## How have you been involved with the game?

Activision's producer, Brian Bright, builds it and I play it and give all my suggestions on how to make it more real and fun. Then Brian goes crazy and brings all the stuff they learned from Tony's (Hawk) game into it along with my suggestions and send me another tester. Then we meet and I bring my bike to do the tricks how I want them represented, and they implement them, and we keep going round and round until we have a kick ass game!

## What have you had to change about the game because it was unrealistic or wrong?

In the pre-builds we have to use a lot of imagination because there are details that weren't in the first models, but are planned to be programmed in to the final. Most of the stuff would be like 'my front end needs to drop when I roll into a vert ramp' and they would already be working on that, so there really hasn't been much. I noticed my arm stays in socket when I crash and this usually doesn't happen in real life, so that isn't very realistic, but I like the fantasy.

## Can you do all the tricks in the game?

Next question... just kidding. No I can't do a double back flip tailwhip barspin with a late decade air in, but I can do it on the game. I tried to keep up with the first three builds of the game but lost miserably. I can do all the individual tricks in the game but you can link them in a way that is pure fantasy. I do them all in my dreams, though.



TYPE: BMX simulator

RELEASE DATE: November 2000

PUBLISHER: Activision

DEVELOPER: Runecraft

**J**ust as *Tony Hawk's Skateboarding* demonstrated, street sports can make fine videogames. Now Activision is hoping that freestyle BMX can follow suit.

The game has got a headstart over its competitors thanks to the fact that it uses the *Tony Hawk's 2* engine, but we're pretty certain that Mat is going to be much more than just a Tony on bikes. For starters, each rider has been motion captured doing all manner of crazy BMX tricks so that each individual stunt will look much more realistic in the game. There'll be loads of different tricks to master too, some of which wouldn't be possible to pull off in real life, so there will be plenty of air action to keep you amused. All of the tricks and combos are pretty simple to execute too, thanks to an easy-to-grasp control system.

However, it's in the 'other options' department that *Mat Hoffman* really gets bigger air than the rest of the bunch, because not only is there a tunky track editor so that you can design your very own parks to cycle in, but there's also an excellent career mode to get your teeth into. In the career mode, all you have to do is cycle in the levels of your choice, amassing as many points as you can. Of course, points mean cash, and cash gives you the chance to improve the steed you're riding and make even more cash.

We've had plenty of playing time with *Mat Hoffman*, and it's looking like it could be the BMX game that wheelies in the face of the opposition. We'll have the full review in *Power*, very soon.

## Is your game a good way for kids to get ideas for new tricks?

It's a good way for me to get ideas for new tricks, and I guess I'm a kid, or am I? I always get confused... I guess I'm a kid if I still get yelled at by cops for street riding, but am I a kid if I'm older than the cops yelling at me? It's a confusing subject, and I don't even think that was the question...

## What tricks would you like to include in the game that you can't actually perform yourself (if any)?

There are no tricks in it that I can't do, it's just the ability to link the tricks that I don't have. I added one trick that I can't do and that's slam and never get hurt!

## What's the worst injury you've had?

It was probably a head injury, but I can't remember...

## What equipment would you recommend for wannabe BMXers?

I make my own line of bikes called Hoffman Bikes, and I make exactly what I would have wished was available to me when I was getting into BMX. So, I'd have to say check my bikes out at [hoffmanbikes.com](http://hoffmanbikes.com).

## What do you most admire about your sport and why?

I like the fact that it gives you 100 per cent creative ability and the freedom to do whatever you want, and I think that should be practised in everything.

## How will your game increase the profile of the real-life sport?

It exposes our sport to people that may never have the opportunity to be exposed to it, and it will propose the idea of using your athletic ability to do something different.

## What has been the highlight of your career so far?

This is a pretty good one, but it's hard to pick one defining moment that was a highlight. When I made up and pulled some of my bigger tricks, like the flair in 1991, or the 900 in 1989, or the 27-foot air in 1992... it's hard to say. I did a run yesterday that I'm pretty stoked on.

## If you weren't BMXing what would you do for a job?

Hmmmm... If I couldn't do something physical, I'd probably do something with gadgets... I love gadgets. I do a lot of stuff with television now, purely so I can play with as many gadgets as possible. I produce, direct, edit and host a TV show called *Crazy Freakin' Bikers* that airs on ESPN and ESPN 2 [cable TV channels in America]. So I'd probably do things like that... or be a spaceman. ■

c: Netscape Online

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# Reviews

THE WORLD OF PLAYSTATION

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Classic review and update, rolled into one.

# The bitch is back!

Come face to face with  
pure inter-galactic terror in  
our world-exclusive  
review, if you dare!



# REVIEW

## DETAILS

**When's it out?**

September

**Who made it?**

Argonaut

**What have they done?**

Croc 2 (8/10)

**How much?**

£29.99

**Who publishes it?**

Fox Interactive

**How many players?**

One

**What kit works?**

Dual Shock, Memory Card

**What's the website?**

[www.foxinteractive.com](http://www.foxinteractive.com)

# Alien Resurrection

In space no one can hear you scream. However, the whole office heard Clive scream like a girl while reviewing the most terrifying game on the PlayStation...



# ALIEN RESURRECTION



Early on you'll be treated to this sight of a marine and alien blowing up.

**E**verybody and their mother has seen, or knows of, the *Alien* films. If by some chance you've spent the last 15 years locked in an airtight capsule which had been jettisoned into space, we'll let you off but otherwise you'll be pretty familiar with the whole concept.

The first film (*Alien* 1979) introduced us to probably two of the most lasting icons of recent history; the heroine Ripley and the eponymous alien itself. This wasn't your common or garden variety of big-headed, *X-Files* grey dwarf with no hair. No, the alien we're talking about is an eight-foot monstrosity which dripped with slime continuously and had a taste for dismembering hapless spacemen at the drop of a spacesuit helmet.



The detail on the corridors and rooms is impressive.

Such was the first film's popularity that those suits in Hollywood decided that a sequel would be in order. To say that *Aliens* (1989) was made on a small budget is a bit of an understatement. The loose change down the back of Tom Cruise's sofa would probably have paid for the film twice over. However, none other than James Cameron (he of *Titanic* fame) was brought in to direct and he was so successful that many film-goers everywhere are of the opinion that

## GOREPLAY

Being based on a horror-stroke-sci-fi film, *Alien Resurrection* is packed with corpses in various stages of mutilation. Some have had their chests explored by larval aliens while others have been cut in half by doors.



We get the feeling he was a bit overstretched. Boom-boom!



Mmm. We don't think we'll have what they ate.

## GREATMOMENT

If you're impregnated by a facehugger you have to search for an Autodoc to remove it. You are then treated to a great-looking sequence as the Autodoc does its work.



If you can't find an autodoc, the baby alien will burst out of your chest!



## CRATEBALLS OFFIRE

There are crates littering every level. Some of the basic crates can be shot open with your pistol to reveal some tasty power-ups, health packs or more ammunition. Some boxes can only be opened by shooting the explosive canisters next to them.



Don't stand too close to the explosive crates when you shoot them.

the second film was better than the first.

To carry on tradition, two other films have since been made. The third, *Alien 3* (1993),

was a rancid affair marred by a poor plot and the fourth film, *Alien Resurrection* (1998), was

only slightly better. The responsibility for rescuing what remains of the *Alien* franchise's pride has fallen on the gaming world.

We've already seen one *Alien* game on the PlayStation (*Alien Trilogy*) and while widely liked originally, it now looks particularly dated.

Argonaut and Fox Interactive has decided that the fourth film is ripe for the picking, artistically speaking, and that is where we now find this reviewer, trembling at his desk despite it being the middle of day and surrounded by the rest of the *POWER* team. You see, the success of the *Alien* ideology comes down to one thing, trouser filling, excruciating tension. These aliens are fast, devious buggers that hide in the shadows and, in the best traditions of scary movies, jump out at you at the most unexpected times making you shout a creative mix of expletives and simultaneously lose control of your bodily functions.

## ABOUT TIME

Argonaut first toyed with making *Alien Resurrection* (or *AR*, as its friends like to call it) a third-person shoot 'em up. Indeed, many of *POWER*'s more established readers will remember *AR* first making an appearance almost two years ago. A lot has changed since then. Argonaut has dumped the third person perspective in favour of a far more atmospheric first-person viewpoint. Also, the level of shooting action has been tuned down and there is now a heavy emphasis on exploration. It makes sense because non-stop gunplay is hardly in-keeping with the tension building suspense of the films. With this in mind, Argonaut has gone on to create what we firmly believe is the scariest game you will ever play on your PlayStation.

Those clever bods have engineered the very last ounce of the PlayStation's resources to achieve this mighty accolade. The graphics are phenomenal. Every square inch of every level has been meticulously designed with jaw-dropping precision. The first room you find yourself in shows off their hard work and as you become accustomed to the controls you can't help but survey your environment with total admiration.

The attention to detail spills over and above the call of duty. Jets of realistic looking steam pour forth from fractured pipes, electricity leaps from surface to surface with uncanny elegance and spot-lighting effects really reinforce the idea that

you are traipsing around the gargantuan spaceship *Auriga* in your efforts to escape it and its murderous invasion.

While we're on the subject of lighting, we'd better mention one of the most important features of the game. No one likes the dark, not really (unless you happen to be a pasty goth). As a result, *AR* keeps to its scary brief and contains more badly lit or pitch-black areas than your average seedy nightclub. Meandering down these dark corridors isn't entirely fair so, once you find it, a flashlight goes some way towards helping you nervously examine every nook and cranny.

To your dismay you'll discover two things about the flashlight very quickly. Rather than a penetrating beam to poke around in the shadows with, it only illuminates the area immediately around you. Worse still, it has a time limit as to how long you can use it before it needs to be recharged which can be fun when you're crawling down an air vent only to have your one source of comfort snuffed out, leaving you in inky darkness.

## ALONE IN THE DARK

Of course, sight is only one of the senses that can be twisted and tormented for effect. Sound and the effective use of the many sound effects in *AR* is paramount to increasing your heart rate. There's no music whatsoever in *AR* once you've made it past the menu screen. Instead you'll be treated to a meticulously-worked soundtrack of creaks and groans as you navigate your way around the



Eat this! Aliens are treated to some high-voltage carnage.



The end of your gun is as far as you can see...



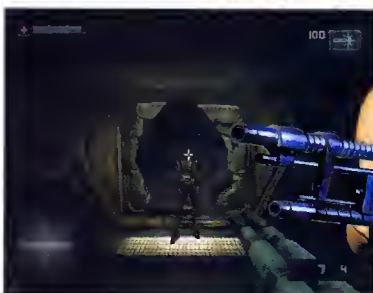
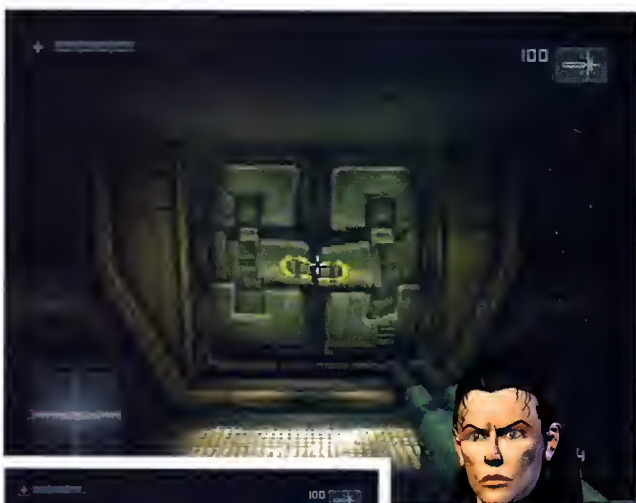


## SPOILER

Remember to keep reloading your weapon between each encounter. Allan's don't wait for you to reload in mid-fight.



This is one of the more startling set-pieces you'll see in the game.



As you watch, an alien batters down the door and breaks in.

dingy levels. Every now and then the screams of a crew member can be heard echoing along the long corridors as they meet a grisly end. More unsettling still is the hiss and breathing of aliens at sporadic moments making you panic and spin around trying to locate the source. Sometimes you are lucky and the sound is just for effect. Sometimes you're not so lucky.

Just like the film, the ever present voice of Father, the ship's computer, booms out reports of various failing systems on the ailing Auriga. Father also helps you solve some of the physical puzzles by alerting you to what

actions need to be performed in order to progress further into the game.

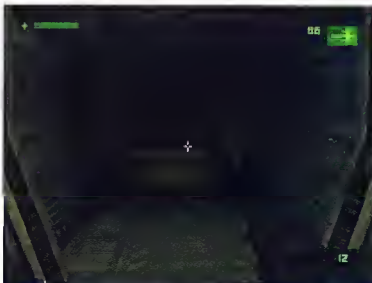
Adding further authenticity to the proceedings are the many incidental sound effects. Argonaut has had full access to the Fox Studios sound effects department and it's made full use of it. If you've watched the films half as much as us in the Power office, then every bleep and buzz is very familiar. The sound of the Pulse rifle firing is like hearing an old friend's voice, while you greet the eerie bleep of the motion tracker as you would your pet pitbull terrier: with uneasy affection.

## ENLIGHTENING

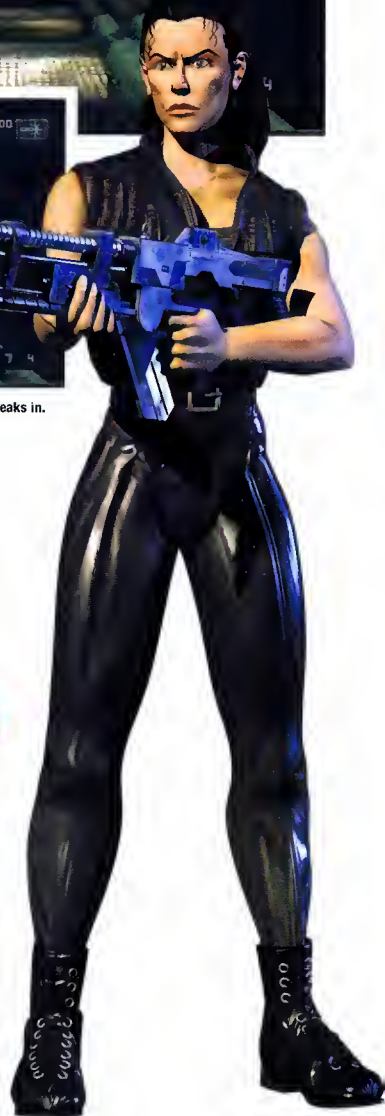
Your flashlight isn't really a flashlight. It's more of a flare which has a limited lifespan and has to recharge. This means you have to suffer periods of darkness as you feverishly wait for it to recharge.



Whoooo! It's dark and I'm scared. Get the flashlight out.



Well, that isn't much better but it's better than nothing.





# ALIEN RESURRECTION



Keeping you on edge even more, is the fact that you really don't know which direction the nasties are going to come from. The facehuggers can scamper from any small crevice while aliens run along the ceiling and walls dropping on you before you know it.

However, it's when facing the aliens in these situations that one of the flaws in the game is highlighted. Try as you might, even with a huge weapon, you are completely unable to kill any alien not on the floor. This is due in part to the fact that nearly all of your encounters with aliens are set pieces of action. As an example, your very first encounter with an alien will always follow the same pattern no matter how many times you play *AR* from the start. It's only after they've run through their preset animation and dropped to the floor that you can finally blow them apart.

Another flaw is the fact that your motion tracker can't track targets through doors to unexplored sections of a level, even if an alien is lurking in the area. Still, the clever use of the doors in *AR* means that there are no

'loading times' while you wait for the next area to cram into the PlayStation's overworked brain.

## NO WAY OUT

As we mentioned before, *AR* is not strictly a shoot-'em-up. The onus is most definitely on exploration in a kind of *Resident Evil Survivor* kind of mould. Keycards have to be found to unlock doors, equipment has to be located in hiding places and new and more powerful weapons have to be grabbed as you wend your way through the Auriga spacecraft.

The slower pace suits the rather clumsy control method because in the heat of battle, trying to level your weapon at an onrushing Alien is almost impossible. Argonaut has designed the controls so that your left analogue stick is for movement while the right stick is for looking around. R1 serves as your fire button and other buttons all have a different function. You will learn how to use the control method (or you can reconfigure the

controls slightly to suit yourself). Luckily *Alien Resurrection* also accommodates the much underused PlayStation mouse. It's far easier to look around with the mouse while using the D-pad to move around on the controller.

At the end of the day, what you have on your hands is a very, very impressive title that does exactly what it says on the tin. Namely scare the living bejeezus out of whoever is behind the controller. As mentioned earlier, anyone who has seen the movies is going to love the authenticity of *AR*.

We could nit-pick about the fact that the ammo counter on the Pulse rifle only goes up

## MARKED FOR DEATH

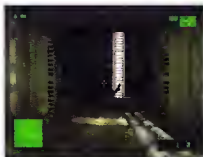
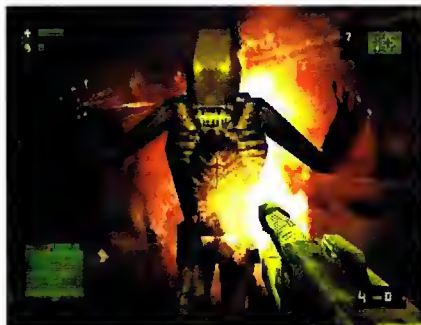
The human marines are out to get you too because you'll spend your time playing as either Ripley (who's half-Alien) or one of the crew of the Betty (who all happen to be outlaws).



In a nod to the likes of *Syphon Filter*, you can do headshots.



The human AI is quite good so they'll roll out of your line of sight.



Some of the later levels are underwater sections.



In a John Woo-style, you can pick up twin guns.

to 60 instead of 99 like in *Aliens*. We could also nigger over other little discrepancies but then we'd be real nerds (Well, just you Clive -- Ed). *Aliens Resurrection* is great game marred only by some control issues and the set-piece alien action. Counter balancing these small quibbles are a whole host of clever features and nice touches. There isn't a game like *AR* on the market and as far as this reviewer is concerned, even *Resident Evil 3* can't match it for pure adrenalin rushes. ■

Clive Gorman

BETTER THAN RESIDENT EVIL SURVIVOR WORSE THAN QUAKE II

**POWER** Verdict

A polished effort that delivers top-notch gameplay. Clumsy controls and a few minor flaws keep it from ultimate glory. You'd still be mad to miss out, though. Just remember to keep the light switch within arm's reach!

9

## DETAILS

**When's it out?**

Now

**Who made it?**

Sugar & Rockets

**What have they done?**

Pet In TV (5/10)

Scandal (PS2)

**How much?**

£29.99

**Who publishes it?**

SCEE

**How many players?**

One

**What kit works?**

Dual Shock, Memory Card

**What's the website?**

[www.playstation-europe.com/games/mini\\_sites/express](http://www.playstation-europe.com/games/mini_sites/express)



# chase The Express

An action adventure in need of some serious training?



# CHASE THE EXPRESS



(Left) The Ambassador's sidekick is strangely sinister – be sure not to trust him!



(Above) Later in the game, you can obtain a second pistol. Combine this with the first one and you get double the fire-power!



(Above) The backgrounds are pre-rendered like the *Resident Evil* games, and come already soaked in blood and gore. If you stumble across any corpses, then you should make a point of searching them for any extra ammo and items.



**S**ony is shovelling coals and going full steam ahead with its next release, and hoping to make up some ground on *Metal Gear Solid* in the action adventure stakes as well. Now boarding on PlayStation platform one is *Chase The Express*, need you catch it?



Trains are never nice places at the best of times, confined, stuffy and packed with grumbling commuters. They also reek of puke, are a stomping ground for fleas and lice, and you have to pay through the nose to enjoy the privilege of being cooped up with such parasites (not to mention the inspectors). So, imagine what a train would be like if it had all of the above, plus a load of terrorists making unreasonable demands? That's the pitch for *Chase The Express*, and you, as Air Force Second Lieutenant Jack Morton, are chucked into the thick of it before you have a chance to say 'all aboard!'. Picking up and playing *Chase The Express*, the early signs are good. After taking up the reins on top of the Blue Harvest (a heavily-armoured locomotive transporting the French Ambassador and his family from Moscow to Paris) you must pick off a few trigger-happy troops sent to investigate the mysterious footsteps on the roof and then infiltrate the

speeding express. When you descend into the carriages, where the main brunt of the action takes place, you are immediately drawn to the fine graphics and attention to detail. Jack himself cuts a fine figure against the detailed backgrounds, and when you manoeuvre him up close and personal to the camera, you can see a perfectly-formed face staring back at you, complete with blinking eyes!

## DEJA VU

Like previous games of a similar genre such as *Resident Evil*, you begin in a confined space – in this case a single carriage – and must then go about trying to expand your playing area by way of finding and using electronic key cards to open doors. You can also utilise other discarded objects by taking them back to their respective homes. It's all territory that will be very familiar to the average PlayStation gamer, and whether or not you get sucked in by the immensely clichéd terrorist plot, your early enjoyment won't falter for a good two hours.

## SMOKING MAN

Meet Boris. If the name wasn't already a clue, he is the arch-villain of *Chase The Express*. He speaks with a ridiculous foreign accent and he wants to take the Ambassador hostage. He smokes a lot of fags too, so he must be bad, right kids?



'Cough... Nearly enough Focus Points for a set of golf clubs... Wheeze!'

## FAREHOPPER

The lengths some people go to just to avoid paying a fare! Jack Morton will have to take to the roof of the train at several points during the adventure. Once up there, not only will he have to grapple with baddies and jump perilous gaps, but if he strays too close to the edges, he will fall off!



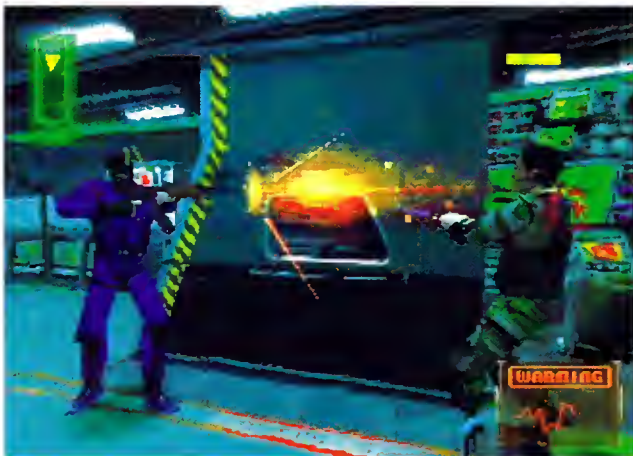
You risk terrorist attacks from all sides when on the roof of the train.

The first problem you'll find in *Chase The Express* is the combat system. To be fair, *Metal Gear Solid* got away with a similar system whereby you have to rotate your character left and right to get a lock-on target over your victim before blowing them away. Fine in theory perhaps, but when the terrorist in question is stood right in front of you, unloading endless magazines from a gun significantly bigger than yours into your head, you will begin to lose your rag, never to find it again for the remainder of the game.

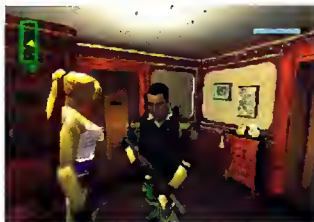
### GUN PLAY

As you glide through this adventure, talking to allies, grappling with enemies, and solving relatively simple puzzles, you begin to crave some kind of escapism from the all too samey playing area, which consists of little more than a row of similar-looking carriages. Thankfully, this release arrives in the form of some interesting sub-games, the first of which involves manning a Blue Harvest gun turret and then blowing a succession of enemy choppers out of the sky. Short, sharp fun... but we need more!

The game is littered with big set-piece moments and the odd boss confrontation. But the most satisfying instances come when you find a new weapon, which increases the range at which you can waste the low-life troops that patrol the claustrophobic corridors. You can wander into any of the carriage compartments; in fact you have to. Essential items lay concealed just out of your path, and memos need to be retrieved if you are to be



The electrocardiograph in the bottom corner goes berserk when enemies are approaching. A nice touch.



(Above) This is Christina Wayborn, the token love interest!

### SPOILER

The second box code you need to find is on the laptop computer. It is actually the departure date for the Blue Harvest, which is 24th December (code: 2412).



# CHASE THE EXPRESS

rewarded with the game's greatest ending (there are multiple ones, and for the best you need to collect every single memo, as well as perform other essential tasks).

A short time into the adventure, you meet other allies such as the Ambassador himself and a slinky minky by the name of Christina Wayborn. She is the Ambassador's personal agent (aye, for real!), but that doesn't stop her from playing the typical big-screen dumb blonde, getting herself caught by the terrorist leader and then needing a bit of rescuing herself – cue the inevitable love story. Yes, it's all predictable stuff, unfortunately.

## TICKETS, PLEASE!

Not all of the elements contained in *Chase The Express* are begged, borrowed or just blatantly stolen from other games though, there is the odd good bit to be found. Examples include the aforementioned sub-games (the second of which involves driving a train), and a good bit near the end whereby you have to diffuse three bombs using a microscope and some clever use of a 3D engine (confused? Well you'll just have to wait and see!). Despite coming on two discs, the really juicy bits are few and far between, and

## SHARPSHOOTER

The best bits of *Chase The Express* are the sub-games. One requires you to actually drive a train and align it with the Blue Harvest before making a death-defying jump, and the other, this one, just involves blowing choppers out of the sky. By manning a gun turret, you must shoot down a succession of choppers that swoop down on the Blue Harvest. Shoot enough before the timer runs out and they will give up the ghost and stop bothering you. Too short, but very, very satisfying.



Man the gun turret and blow those choppers out of the sky...



Gun down enough choppers in the time limit to progress.

the second disc contains more FMV than gameplay, which was a bitter discovery when you naturally assume that you've got at least the same amount of terrorist-maiming action as on the first disc to look forward to.

A fab-looking game with a suitably moody sound score, *Chase The Express* is ultimately

let down by its unoriginal gameplay which never broadens enough to keep you glued to the screen. There are rewards worth persevering for, but it's certainly not a game that you would relish playing through a second time. ■

Ryan Butt



The blood flows when you shoot enemies, but it isn't as gory as *RE3*!

worse than *Resident Evil 3: Nemesis*

## POWER Verdict

The whole experience of playing *Chase The Express* is like buying a ticket for a train and then not having the stuffy jobsworth inspector coming round to stamp it. Infuriating, and a waste of money.

# 6

# Parasite Eve 2

Fancy an adventure in an RE-mould? this is so up your street you're sharing the same bed!

## DETAILS

### When's it out?

4th September

### Who made it?

Squaresoft

### What have they done?

Final Fantasy VIII (9/10)

Vagrant Story (8/10)

### How much?

£34.99

### Who publishes it?

Squaresoft Europe

### How many players?

One

### What kit works?

Dual Shock, Memory Card

### What's the website?

[www.squaresoft.co.uk](http://www.squaresoft.co.uk)



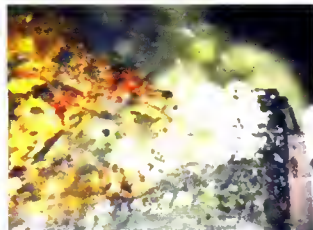
To get you in the mood for some mutating malevolence, check out beautiful here!



A lot of the camera work reinforces the movie quality of PE2.



The level of detail on the mutants is stunning.



Whoops! Fail to disarm the bomb and this happens.

**A**s you turn to this page and read the title, you might just be scratching your head in confusion. It's not the first case of a game having a sequel before you've been able to get your hands on the original but it's unusual when a game is this good.

Power originally looked at *Parasite Eve* two years ago now. Squaresoft's reputation had just been given a massive boost by the release of *Final Fantasy VII* and when news surfaced of *Parasite Eve* being released in Japan, we hungrily snapped up a copy via our international contacts.

The storyline is taken from the best-selling Japanese novel by Hideaki Sena which is based on a unique plot about human genetics. Mitochondria are micro-organisms which live symbiotically in the nucleus of every living cell. They're responsible for the production of energy and, more interesting still, have their own genetic code allowing them to evolve and multiply independently.

In *Parasite Eve*, the mitochondria had evolved to such a degree that sections of the human race were mutating into new lifeforms which definitely weren't interested in making new friends. The heroine of the plot, Aya Brea, was present at the birth of these new nasties



## TRAINING

Rather than go out into the big wide world still wet behind the ears, you get a chance to practise your gun skills right at the start of the game. The firing range gives you the opportunity to take on static targets or even take part in a full-blown combat situation. What's more, you can even revisit the range to hone your skills later on after you've picked up bigger and meaner weapons.



and, being a member of the NYPD, promptly undertook a solo mission to battle the micro-organisms in any way she could.

As you'll discover when you introduce *Parasite Eve 2* to your PlayStation, Aya manages to make it to the sequel only now she is a member of MIST (Mitochondria Investigation and Suppression Team) investigating a massacre in an LA tower block.

While exploring the blood-soaked crime scene it soon becomes evident that the mutating virus is at large again and it's not long before Aya is mixing it with monsters again.

## GUNS FOR SHOW

Being a government agent has its advantages, such as access to a selection of death-dealing weapons. These aren't free but with each successive mutant you kill, you'll earn Bounty Points. The number of points you earn is dependent on the number and size of the mutants you kill. However, if you decide to leg it mid-battle you'll pay a penalty and have some of your precious Bounty Points deducted.

Guns are not the only items available to you for purchase. You'll need to stock up on a whole host of other bits and pieces to survive the onslaught. The bad guys do damage in a number of ways and so you need a first aid kit of drugs to counteract their effects.

Battles are cleverly-constructed set pieces. Once you enter an area

occupied by a mitochondrial mutant, Aya's psychic powers alert her to their presence. You now have a choice of how to attack using either one of the weapons you might have acquired, or the force of Aya's mind via her telekinetic powers. Eventually you'll have your choice of seven different psychic abilities but at the start of the game you have only mastered one. Just like Bounty

Points, you have to earn Mitochondria Points to activate your new powers plus increase the damage you do with the powers you already have.

Your telekinetic powers are used in a slightly different way to your normal guns. Once you hit the Triangle button time freezes and a green wire frame will show you the range and area that your attack will affect.

You'll have plenty of chances to fight and earn those all important points as you explore many varied areas split over two discs. As mentioned earlier, you start your adventure scouring a skyscraper and it's the perfect introduction to *Parasite Eve 2*.

The gameplay can't escape the many, many *Resident Evil* references which will lead to inevitable criticism. The action is viewed from the same angles as *Resident Evil 3* but it lifts the same dynamic cameras from both *Silent Hill* and *Dino Crisis*.

The puzzles you come across have a very familiar feel to

## PSYCHIC POWERS

While you can attain a number of different shooters you don't have to rely on them to kill off any mutants you come across. Aya already possesses knowledge of various psychic powers but can't use them from the outset. First you must earn Mitochondria Points to unlock the abilities and you can then spend more points to increase their effectiveness.



## GREAT MOMENT

Solving puzzles will obviously give you a lot of satisfaction. One particular puzzle that had us stumped involved a car on a hydraulic ramp which blocked a gate. After hours of fumbling blindly with no success, we stumbled across a partially hidden door which is the key to solving the conundrum. Ta dah!



The second level you visit is set in the desert. A change is good as a rest.



## WEAPONS

You'll start the game with just your semi-automatic pistol. It's not particularly powerful but the ammunition can be found almost anywhere in limitless supply. After that you might want to think about tooling up with either a shotgun, sub-machine-gun or rifle to increase your stopping power. These can be either bought from your HQ or found in one of the many levels as you explore.



The sub-machine-gun you find in the skyscraper is fully automatic and creams the mutants.

them. Finding keys to open doors, objects to operate machinery and other logical conundrums make up the 'bread-and-butter' gameplay. You'll never be pushed to solve mind-bending problems which is disappointing but at least this reduces the frustration levels for those of us who aren't members of Mensa.

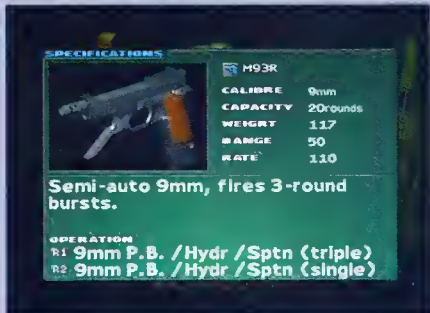
When taken as a whole, *Parasite Eve 2* has a number of advantages over its zombie-ridden cousin. For starters, the Bounty Point and

Mitochondria Point systems add a new level of thought to your approach. Deciding when and how to spend your points determines how easy you make life for yourself later on. Forgetting to buy those Recovery Pills won't do you any favours when you're having your face stripped off by a mutant.

Variied locations make this a much more refreshing alternative to some games that have gone before. Instead of being trapped in a

## MAGIC POCKETS

Your armour is more than just protection against attacks. There are several different types of armour to be had and each allows you to store items in their pockets. During a battle you can only access those items that you stored in your armour beforehand. This means that you have to choose carefully what you store so that you don't run out of ammo or aren't left without any Recovery Pills.



Your 9mm pistol is your standard side arm that you start with.

## SPOILER

Remember to have an eye on what you have in your armour pockets. Keep a spare gun and some ammo handy too.

single area, you get the chance to visit several different locales. While this kind of addition is purely cosmetic, it'll appeal to those players who get tired of the ruined cityscapes in *RE3*.

The only thing that *Parasite Eve 2* lacks is *RE3*'s blistering pace. The Nemesis keeps you on the edge of your seat, appearing when you least expect it and generally keeping your adrenaline levels dangerously high.

*Parasite Eve 2* is a far more measured game, with the thrills coming from the eerie exploration of your surroundings. Mutants never jump out at you and generally you see them before they see you. There are the battles with the mysterious Hunter every now and then which test your ingenuity and endurance but generally this is a slower, thinking man's game. It's definitely worth buying but is ever so slightly less enjoyable than *Resident Evil 3*. ■

Clive Gorman



## THE BAD GUYS

You'll come across your fair share of mutants in every shape, size and form. Each one is particularly susceptible to different forms of attack whether it be hot lead or your brain power. It's up to you to discover which attack at your disposal will do the most damage to the beastsies.



BETTER THAN *HARD EDGE* WORSE THAN *RESIDENT EVIL 3*

## POWER Verdict

A massive romp that will keep you busy for weeks. Plenty to see and do, with the points system adding real depth to the gameplay. It perhaps lacks the ferocity of *Resident Evil 3* but you can't complain too loudly.

# 8



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# X-Men Mutant Academy

## DETAILS

**When's it out?**

Now

**Who made it?**

Paradox

**What have they done?**

They ain't sayin'!

**How much?**

£29.99

**Who publishes it?**

Activision

**How many players?**

1-2

**What kit works?**

Dual Shock, Memory Card

**What's the website?**

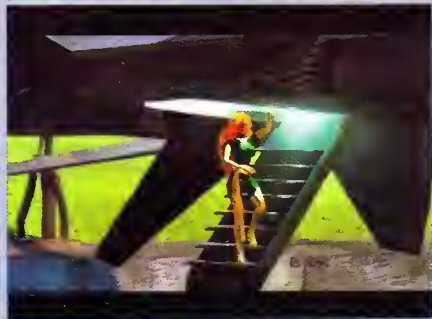
[www.activision.com](http://www.activision.com)



It's yet another superhero-inspired fighting game, but is it X-cellent? Groan.

## LOCKED TREASURE

One of the parts of the game that is a must for all X-Men fans is the secrets. Each time you complete a part of the game with a different character, you'll be able to see a new piece of X-Men-related media to keep you amused. But can you unlock them all?



Bring on those exclusive movie clips and comic covers. We love 'em.

**M**utant is such a harsh word, simply because it describes someone that has got something seriously wrong or deformed with

themselves, and that isn't nice. However, when it comes to the X-Men, these deformities aren't conventional, they are fantastic super powers. So, while not many people would admit to wanting to become a mutant, many would, if possible, choose to become a tall handsome fellow that could shoot optic charges from his eyes... we would!

Forget the responsibility that comes with that power for a moment though, and just imagine how that super power could work for you. If, for example, someone tried to push you around, you could, after a few minutes of them asking for trouble and you trying your best to talk them out of it, simply blast them into a smouldering pile of skin and bone. Now

that would be pretty funky. After all, they wouldn't try it on again, would they? Hooray, then, for mutants, and more especially, the X-Men and this rather excellent fighting game, even if it is a touch mutated itself.

## SHARP CLAWS

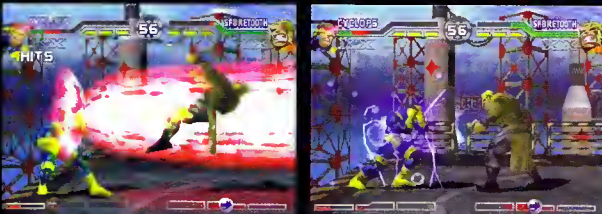
Unfortunately, unless some real advances in medical science are made, none of us is ever going to become Cyclops and develop the enviable ability to shoot optic charges from our peepers, so it looks like *X-Men: Mutant Academy* is going to be our best bet of living the dream. And a fairly comprehensive effort it is too.

For starters, all your favourite characters that you'd expect are in here – pretty much all the good and bad folk that you'd see in the comics, from Wolverine to Magneto, make it into the game. They've all got a whopping array of moves to pull off too, most of which are dead easy to execute, especially thanks to the enormously comprehensive training mode.



## GREATMOMENT

Undoubtedly the best bit of the game is when you master one of the character's super special moves and take out your opponent by executing it once your power bar at the bottom of the screen is full.



Don't make Cyclops angry, because he'll hold his head and then blast you away. Bonzer.

Indeed, options-wise, you're pretty spoilt for choice with *Mutant Academy* – every two-player, training and difficulty level that you'd hope for and expect from a contemporary fighting game is in here.

## POINTY TEETH

However, it's when you actually start to play the game that things start to get a bit odd. The first thing that makes you scratch your head is the fact that while the game looks 3D, each scrap is actually just a plain old 2D battle. Not that there's anything wrong with two dimensions, but you can't help feeling a tiny bit cheated by the deceptive way that the game looks, and the way that it actually plays.

Every now and then you'll execute a special move that makes the screen twist in a three-dimensional way, but apart from that, this is 2D all the way. Once you're over that disappointment though, you'll find that this game offers a decent fighting challenge – especially if you like the X-Men. And what is particularly satisfying is that the more you achieve in the game, the more rewards in the shape of secret costumes, clips from the *X-Men* movie and other fan treats will be yours. Which is rather marvellous.

## EXCESSIVE FACIAL HAIR

*Mutant Academy* is never going to get the likes of *Tekken 3* quaking in their boots, and if there was to be a fight between the two, the latter would easily be the winner by way of knockout. However, there is a certain appeal that comes with the X-Men's magic laser beams and energy-charged playing cards and the like that is just so unlike anything else, that you can't help but really, really like it.

Add this appeal to the pleasing moves learning curve and myriad of hidden treasures like movie trailers, comic strips and limited edition artwork that are there to be unlocked and you've got a very good, but not especially ground-breaking fighting game.

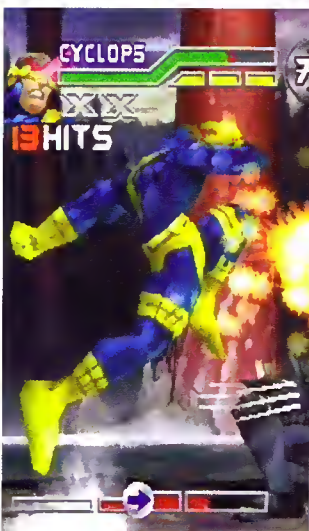
Dave Perrett

## LOVETRAIN(ING)

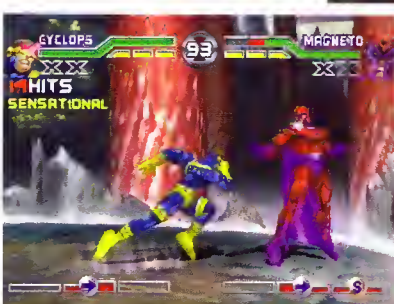
Can't pull off all those complicated moves? No worries, just let Professor X guide you through the training mode and he'll teach you all you need to know. Now all you have to do is put those moves into practice.



Old baldy talks you through every move until you pull them all off.



Get your 13 hit combos out for the lads. Comic fans will find this game a lot of fun.



## SPOILER

In this game you get to unlock all kinds of movie clips from the forthcoming *X-Men* film, which act as spoilers themselves!

BETTER THAN TOSHINDEN 4 WORSE THAN TEKKEN 3

## POWER Verdict

This isn't a fighting game for the purists, but there's more than enough here to keep X-Men fans and those just hungry for a new grappling challenge more than amused for quite a while.

# 7



The game does suffer from a lack of characters.



Once you get the hang of the moves it's top fun.

# Sydney 2000

If you're looking for the perfect way to recreate this summer's Olympic Games, then Sydney 2000 goes straight for the gold!

## DETAILS

**When's it out?**

Now

**Who made it?**

ATD

**What have they done?**

Rollcage, Rollcage Stage II

**How much?**

£29.99

**Who publishes it?**

Eidos

**How many players?**

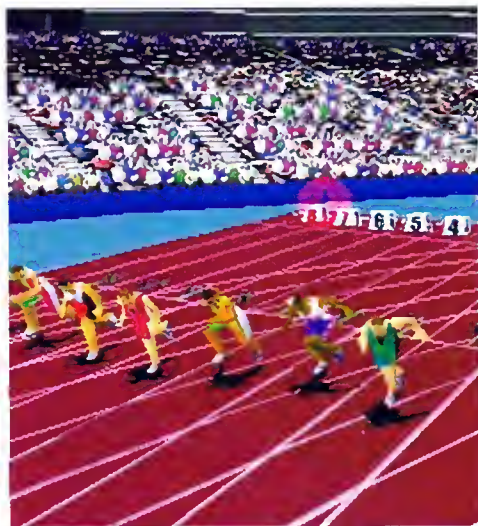
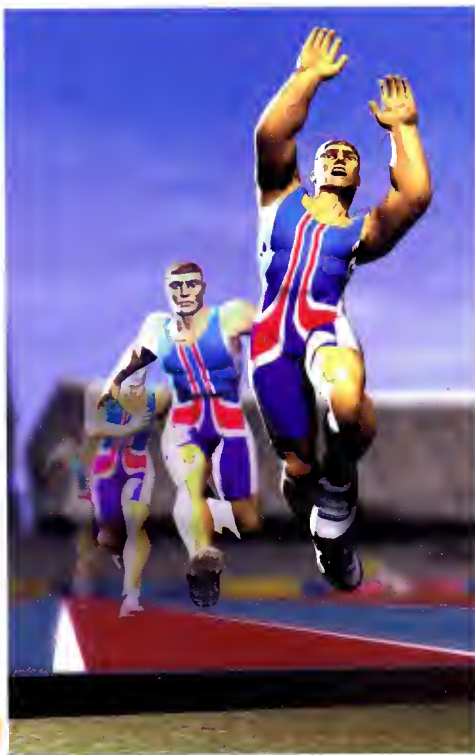
1-8

**What kit works?**

Dual Shock, Multi-tap

**What's the website?**

[www.eidos.co.uk](http://www.eidos.co.uk)



On your marks. Get set. GO! You can use the Virtual Gym to practise your starts. A timer records your reaction time as you try to slim down the margin further and further. The crowd noise is distracting but you have to listen for the pistol.

**T**he Sydney Olympics are only just around the corner. Already the television is full of coverage of the trials for those hoping to qualify and the tension is building. Eidos has nabbed the official licence from the IOC (International Olympic Committee) and has signed up ATD to produce the only Olympic game you'll see this summer.

We already know who the competition are with Konami's *International Track and Field 2* which was fun but ultimately lacked any kind of real longevity. What *Sydney 2000* does is add a couple of new features and takes a slightly more cerebral look at the button-bashing system.

It's not all about sheer speed. Rhythm and timing play a huge part in some of the sprint events while careful attention is needed in others. You have your choice of 12 events, each of which has been lovingly crafted using motion capture and attention to the tiniest detail. For starters, Steve Ryder, Stuart Storey and Paul Dickenson have supplied the realistic commentary. Their contribution is more than just passing remarks about your abysmal or medal-winning performances. They'll actually point out flaws in your technique and give you hints as how you should improve yourself.

Sometimes it's possible to see how bad your technique is simply by watching your athlete. For example, the way your sprinter will wobble his head in the 100m as if it's going to

fall off. All is not lost though because a handy coaching mode has been added to show you exactly how you should perform each event with commentary to aid you.

## DEDICATION

To address the problem of long-term appeal ATD has included an Olympic mode. Here you can train up your athletes from scratch using various disciplines in a virtual gym. You can then take them through various trials in your bid to qualify for the Olympics. You can even see them bulk up as the training pays off.

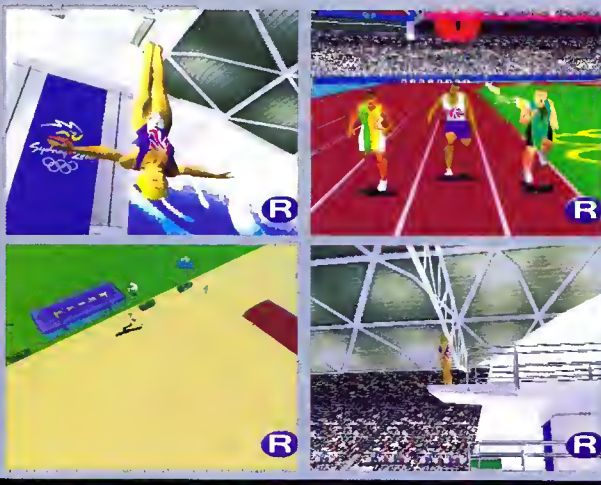
Once you've finished grooming your group of potentials you can even save them onto memory card and pit them against a friend's team for competitive races.





## REPLAYFACTOR

Sydney 2000 includes all of the same camera angles (and more) that you'll see this summer on the television. A lot of work has gone into researching where you'll be viewing the action and ATD has even added their own camera points for those *Matrix*-style special effects.



The essence of this type of game is firmly rooted in the multi-player action. You and up to seven mates can take part in button-bashing mayhem whether it's in the sprints or skeet shooting. This is where *Sydney 2000*'s strength lies. Put *Sydney 2000* in a room full of alcohol-addled people and you'll be surprised how quickly your social life perks up as everyone scrambles for a controller.

The race between *Sydney 2000* and *International Track & Field 2* is a tight one. It has to be said that *ITF2* actually looks better but

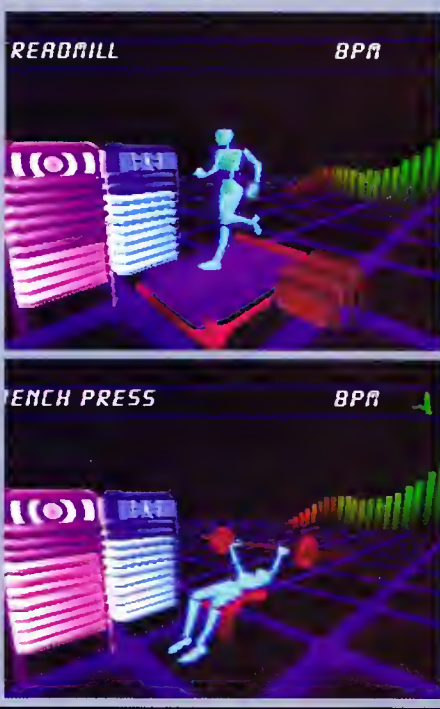
*Sydney 2000* has so many additional extras, from the commentary to incidental animations and the comprehensive modes of play, that you can't help but rate it more highly. We did.

At the end of the day, if you're not an athletics fan then no amount of coaxing is going to get you to play *Sydney 2000*. But there isn't a better example of the genre that includes so many authentic features, and it's the only way the majority of us will be able to experience the Olympics in our lifetime. ■

Clive Gorman

## THE VIRTUAL GYM

The Virtual Gym doesn't increase the stats of your athlete but the potential that athlete has to become a better runner, thrower or cyclist. It's not until you go to trials that you can fulfil this potential.



## THEEVENTS

There are 12 events in total including: 100m Sprint, 110m Hurdles, Hammer, Javelin, Triple Jump, High Jump, 100m Freestyle Swimming, Olympic Sprint Cycling, Skeet Shooting, Super Heavy Weight Lifting, 10m Platform Diving and of course the Kayak K1 Slalom.



## GREATMOMENT

A lot of time was spent in the motion capture studio with numerous real-life athletes. This is why there are so many impressive little animations for each and every event and so many different kinds of celebration. Top!



BETTER THAN *International Track & Field 2*

## POWER Verdict

This is the consummate, multi-disciplined, multi-player sports game of choice. It may not have lasting appeal for every gamer in the world but it's the best example of its genre so far.

# 8

# Toca World Touring Cars

Codemasters thinks it has created the ultimate racing game, but can this really beat the perfection that is Gran Turismo 2?

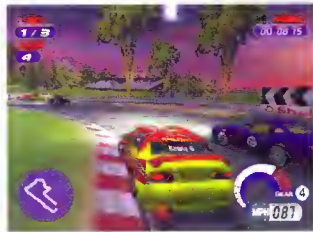
## DETAILS

**When's it out?**  
25th August  
**Who made it?**  
Codemasters  
**What have they done?**  
Colin McRae Rally 2.0 (10/10)  
LMA Manager (9/10)  
**How much?**  
£29.99  
**Who publishes it?**  
Codemasters  
**How many players?**  
1-4  
**What kit works?**  
Dual Shock, Steering Wheel, NegCon  
**What's the website?**  
[www.codemasters.co.uk](http://www.codemasters.co.uk)



Let's burn rubber! Now you can play out all your *Days of Thunder* fantasies...

... or if you're a movie buff, your *Sly Stallone* kart racing fantasies! Yeah!



**D**riving games are just like boybands now, seemingly churned out every five minutes in the hope of quick cash. All you need is something pretty for your market to gawp at, and a catchy hook, ABBA covers in the case of classy boybands like Westlife, and the promise of exclusive cars in racers. With the mighty Codemasters however, we can draw parallels with greats such as Take That or The Monkees, bands in tune with the times who created a string of hits.

The TOCA series is such an example, still fondly remembered and played to this day. TOCA has always been known to be one of the most realistic driving experiences ever, but some have found it too inaccessible and have been put off by twitchy handling. With this in mind Codemasters seems to have gone back to the drawing board and overhauled almost everything. Now the cars handle like a boy racer's wet dream, being responsive and easy to control. Unlike the previous instalments, which saw you spin wildly off the track at the slightest nudge, these cars are far easier to stay on track with.

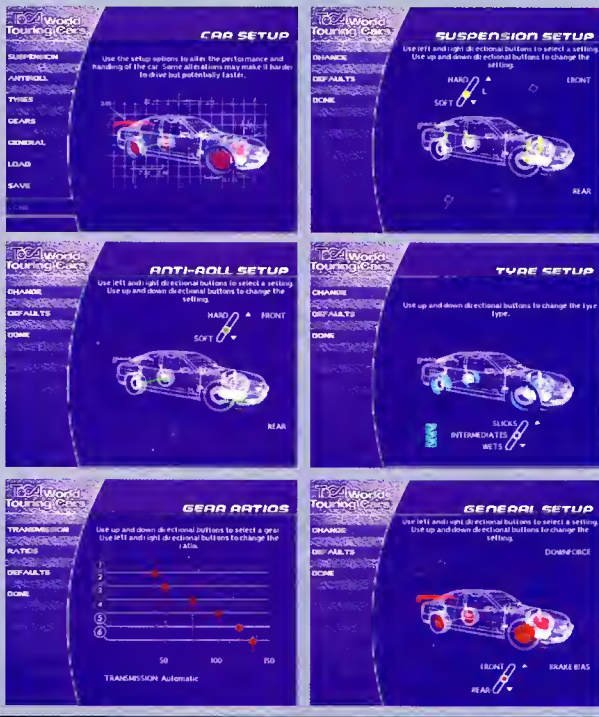
But a game about touring cars wouldn't be complete without ridiculously over the top and painful looking crashes and of course TWTC doesn't disappoint, with pile-ups and collisions happening left, right and centre. Crashes cause real time damage, just like in *Colin McRae 2.0*, with the results just as impressive. As in *Colin McRae*, the game prides itself on attention to detail, the excited cheers of the crowds every time you take the last corner in a race, or the way your driver's head gets buffeted in a knock.

Another thing that shocks you when you play TWTC is just how much there is to do.



## WE HAVE THE TECHNOLOGY

Like any good racer, *TWTC* comes complete with the ability to tweak around with your car's set-up before the game, with advice from pit crew on set-up, tweak away to your heart's content you Ricky Butcher wannabes.



## GREATMOMENT

The multiplayer aspect of *TWTC* is amazing fun. Just get a multi-tap and some mates round to see which of you is the new Tiff Needell. Or, just run round trying to smash each other up as much as possible.



Shame there are no Minis though, so can't you play out *The Italian Job*. Sob sob.

Granted, Codies has always given you kids a wealth of extras to keep you busy, but this seems to want to give you your cake, allow you to eat it, then provide a five-course meal after it.

First off there's the Career or Championship mode, whereby you take part initially in national touring car leagues, amassing enough points to eventually progress to a World League. The manner in which this is done though, is the real beauty. You have to test-drive for teams who offer you a place. There are also team objectives which need to be met for each season, ranging from finishing on the podium at least three times, to beating a rival team five times in a season.

### RELIGHT MY FIRE

Hell, that's just the Championship Mode! There's also a free race option, whereby you can create your own mini-tournaments, choosing the teams, courses, etc. An obligatory Time Attack mode is included, not to mention the fact that there are over 20 real courses lovingly recreated and the chance to race over 40 cars. There's just so much in this game it's difficult to do it justice in two pages.

Right then, on to probably the only question you've all been asking; is it better than *GT2*? Hmm, well there's certainly a lot more action involved, with 14 cars racing round the same

track at a time, but actually a better game? Sorry Codemasters but *GT2* still beats this, but only in a digitally-enhanced photo finish. You see *Gran Turismo* has never been about 20 cars roaring round jostling for position, but focuses on the recreation

of the most desirable cars on the planet and the most realistic handling in any driving game. *TWTC* has action, it has the handling, but it just isn't got the sexy cars. It still proves that Codemasters is the *Take That* of games makers though. ■

Kenny Gan



BETTER THAN COLIN McRAE 2.0 WORSE THAN GT2

### POWER Verdict

Essential for any driving enthusiast, this game is so close to perfection you can almost touch it. The ultimate driving game? Sadly no, *GT2* is that, with this coming in at a very honourable second.

# 10

# Grind

## Session

There's a new skater in town, and he's out for Tony Hawk's crown

### DETAILS

**When's it out?**

August

**Who made it?**

Shaba Games

**What have they done?**

N/A

**How much?**

£29.99

**Who publishes it?**

SCEE

**How many players?**

1-2

**What kit works?**

Dual Shock, Memory Card

**What's the website?**

[www.playstation-europe.com](http://www.playstation-europe.com)



**T**here seem to be a number of parallels between the lives of Tony Hawk the person, and Tony Hawk's the game. Both were really the first of their kind, they have a whole host of their own imitators and they're both beginning to show their age a bit too. The major difference, though, is that while the real Tony's no longer the definitive skater

of the times, the videogame still has no equal, or does it?

*Grind Session* aims to change all this, seeing itself as a young up-and-coming Chad Muska or Jamie Thomas, out for Tony's crown. But it's all well and good to think you're the new King of the 'Boards, but you've still gotta prove it too.

So, how does *Grind Session* fair compared to the great granddaddy of them all? Well, on first impressions, not too badly, with its obligatory famous faces, such as the likes of Daewon Song and Pigpen, whom hardcore skaters would instantly recognise.

It does, however, pay homage to the Hawk man a bit too much. If imitation is the sincerest form of flattery, the boys from Neversoft should be wondering why they haven't received their marriage proposals yet. This game is literally a carbon copy of *Tony Hawk's*, from the control system right down to the presentation style.

### 'NUFF RESPECT?

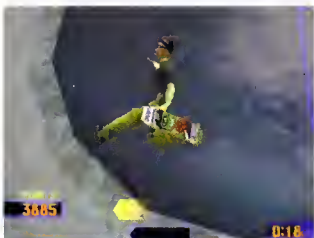
There are, however, some attempts at innovation in here. Firstly, and most radically, is the introduction of 'tech-lines'; areas where chains across certain surfaces yield extra points and added time. The lines are only visible through pressing R2, or L2, which reveals a handy first-person perspective mode. Also, rather than scoring points in order to progress, skaters here have to earn the

respect of their peers to progress further through the game. Other than that though, it's pretty hard to find any other real attempts at innovation in this game.

### EASY RIDER

Okay, so *Grind Session* isn't the most awe-inspiringly imaginative game in the world, but surely it plays well? After all, it is a carbon copy clone of *Tony Hawk's* so it's gotta play well, right? Well, no. Unfortunately, the classic feel of the Hawkmeister's game is missing, and the game fails to give any real satisfaction to the player. For starters, it's far too easy to rack up the points with pure button-bashing. Sure, you can link moves with precision and timing but, generally, adopting a furious button-bashing technique yields results that are just as good, if not better.

Graphically this game fails to capture the imagination too, with its poor frame rate and lack of any lighting. It does have very nice textures though, and the level of detail is quite good, for example Pigpen's tattoos are



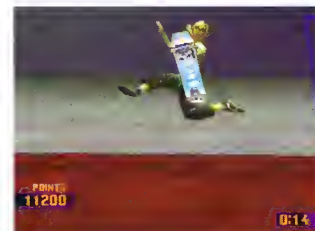
Silly poses are a requirement for any skate trick.





Why our lovely Dave is demonstrating his lack of skating prowess in here is anyone's guess.

rendered nicely. Overall though, it just seems to lack the finesse of *Tony Hawk's* or even *Street Skater 2*. One area where *Grind Session* does excel however, is in the soundtrack. Compared to the Hawkman's total reliance on punk and ska, *Grind Session* adds the hip-hop style pioneered by *Thrasher*. Acts include Jurassic 5, KRS-One, NOFX, Sonic Youth and Dr Octogon. This is certainly one of the best game soundtracks in a long while.



Here Kerry bares her board for the masses.

## HOBSON'S CHOICE

The now ubiquitous option to create-a-skater is in effect here, albeit with pitiful choices of up to four, yes count 'em, four different characters to make.



The general aim of skating tricks, is to stick your hand in the air for as long as possible, like a child attracting the attention of his mother. Aww, how sweet.

So, it's got a good soundtrack. Anything else? Well the levels are well designed, with virtually any surface grindable, from cars and trucks to planes. Sadly the fact that it can take a matter of hours to complete the game, and its lack of polish mar the novel ideas evident here. In the end, *Grind Session* may talk the talk, but it certainly doesn't walk the walk. Compared to the Hawkster, *Grind Session* is like a small child competing against a pro, he'll stand in awe for a bit, copy the moves, but never quite realise them.

Kenny Gan

## SPOILER

To unlock a load of secret tricks, pause the game and press Down, Left, Up, Right, Down, Left, Up, Right and hey presto!

## GREAT MOMENT

Successfully pulling off a crazy tech-line is the only satisfaction you're gonna get outta this game. Try jumping over the train in level 2 for starters.



Dave realises the folly of walking in mid-air too late.



Freak hurricanes cause Dave to hang on for dear life.

BETTER THAN STREETSKATER WORSE THAN TONY HAWK'S

## POWER Verdict

This game just doesn't cut the mustard. Unless you're skateboard crazy, and need to have every skating game in existence, get *Tony Hawk's 2* instead.

# 6

# Sno-cross Championship racing

## DETAILS

**When's it out?**  
August  
**Who made it?**  
UDS  
**What have they done?**  
N/A  
**How much?**  
£29.99  
**Who publishes it?**  
Crave Entertainment  
**How many players?**  
1-2  
**What kit works?**  
Dual Shock, Memory Card  
**What's the website?**  
www.crave.co.uk



It's summer everybody! It must be time to pull on your snow boots and hop on your skidoo!



**W**hat must Crave Entertainment be thinking? It's the middle of the summer, everyone's out frolicking in the sun (er, well those with enough money to leave the country that is) and it decides to release a game about snow!

The British public have to put up with the cold for ten months of the year for chrissake! Well, lack of judgement aside, if you do find yourself hankering for some cool refreshment, then you won't go too far wrong with the distinctly chilly *Sno-Cross Championship Racing*.

Now how many of you out there have honestly never wanted to ride a skidoo? What? You don't know what that is? Well it's one of those jet-ski style things that the baddies were riding in the last James Bond film, *The World is Not Enough*. Yeah? Well now you can with *Sno-Cross Championship Racing* (not to mention the earlier sno-cross outing, the

quite divine *Sled Storm*). Looking suitably wintry, *Sno-Cross Championship Racing* has plenty of options to keep you interested, from the obligatory championship option to a classy hillclimbing option and a track editor.

The skidoos themselves were modelled upon the original blueprints of real skidoos and act more realistically than their counterparts in *Sled Storm*. This could be said to be the *Gran Turismo* of skidoo racers. The need to alter the landing trajectory of your skidoo on jumps is an example of this attention to detail that UDS has given the game. UDS has also taken a leaf out of Codemasters' book by implementing a damage system akin to that of *Colin McRae* but not as sophisticated. It's still cool when the front of your skidoo falls off, though.

## RUSSIA WITH LOVE

Courses are plentiful and highly varied, from Aspen to Nagano, taking in such places as Russia and Austria along the way. The courses are admirably detailed, with hang-gliders and trains all popping up in the background. Things move along







Many in-game views can be utilised...

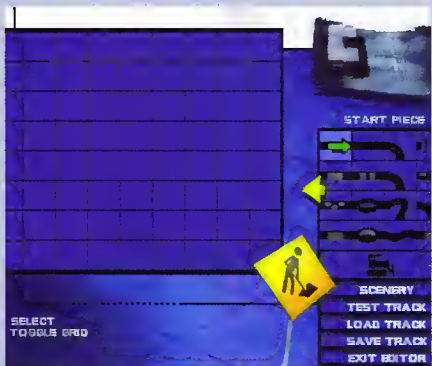
## GREATMOMENT

The Hillclimbing mode is cool! It's scary to think that people ride skidoos up vertical slopes in real life, but they really do. Nutters.



## COURSE YOU CAN

Tired of playing the same old courses? Well then the level editor will provide hours of fun for all you kids who just can't get enough of the snow.



Oh look, a grid and a few bits of track, how interesting, no honest it is.



Yeah we know, skidoos are no way near as cool as huskies... Hey, now there's an idea for a game!

at a fair old pace, but the game is unfortunately marred by some annoying pop-up. Normally this isn't such a bad thing, but in *Sno-Cross Championship Racing*, the courses are often so twisty that the short draw distance hinders your progress greatly. Additionally, the computer players, are either ridiculously stupid or, in the case of the front runners, insanely good, taking every corner perfectly. This forces you to do perfect laps every time to progress to the next level, which can get very annoying.

## TOP OF THE CLASS

The nature of the game means that you have to complete the Championship in each class before being able to compete in the next. Also, the Hillclimbing option is unavailable at the start, giving the player added incentive to play. The other options, such as the Time Trial mode, are standard fare for anyone who's ever played a racing game.

By far the best part of this game, however, is the Level Editor. Now everyone loves being able to make their own levels, but here you're just spoilt for choice. There are so many possible variations, with different weather effects, environments and some frankly insane pieces to work with. It's amazingly simple to use too; most people can whip up a level in a

matter of minutes. The one gripe that could be levelled, though, is that you can't race the courses against computer characters. Nope, it's either Time Trial or against ya mates with your lovely new creation, so there.

So is *Sno-Cross Championship Racing* an essential purchase? Probably not. It's certainly better than *Sled Storm*, but then as a racer, it pales in comparison to anything of the calibre of *Gran Turismo 2* and co. Really, it's let down by the graphical flaws, which hinder enjoyment of the game, and the annoying AI of the computer characters. So, if you're actively looking for a skidoo racer, look no further. Otherwise think very carefully before parting with your money. Now where's our towels? We're off to the beach! ■

Kenny Gan



The lovely white snowscapes almost want to make you burst into song singing 'Winter Wonderland'.

BETTER THAN SLED STORM WORSE THAN GT2

## POWER Verdict

The best game in a very small niche market, and due to the limitations of *Sled Storm*, this isn't saying much. But hey, it's actually quite fun, especially in hillclimbing mode and with the level editor.

# 7

## SPOILER

If you want to earn extra cash while racing, just do a couple of tricks along the way, you earn 50 bucks each time. Cool.

# Infestation

Look out everybody! The aliens are back and this time they've inhabited a planet called Jerky that orbits the moon of Ugly!

## DETAILS

**When's it out?**

Now

**Who made it?**

Frontier Developments

**What have they done?**

V2000 (6/10)

**How much?**

£29.99

**Who publishes it?**

Ubi Soft

**How many players?**

One

**What kit works?**

Dual Shock, Memory Card

**What's the website?**

www.frontier.co.uk



Mission objectives often require blowing things up.



The triangle on the screen is your targeting reticule.

**R**emember *Elite*? If you're familiar with the Spectrum and *Knight Rider* and you can recall who Limahl was, then the chances are that this 3D space trading game will be locked away in one of the more tender parts of your brain. The makers of the game, David Braben and Ian Bell, went their separate ways, but Mr Braben then went on to make two successful sequels, a couple of well-received 3D games on the Amiga (one of which was updated a couple of years ago on the PlayStation as *V2000*) and now this latest space game, *Infestation*.

In the style of the complicated games of their past, there are minerals to collect, weapons to develop, scientists to deploy and enemies to vanquish, but, unlike games like *Wargames* and *Warzone 2100*, the actual game that the whole thing's built around is hugely disappointing.

Controlling a small all-terrain craft, your task is basically straightforward. You must battle through 22 mission-based levels to free your race from alien attack. Up to this point, the aliens seem to have had the upper hand, but now, with developments in weapon technology and the obvious advantage of being able to save your game, things are starting to look up for the good guys.

Try to control the craft, though, and you'll probably look more like a drunk staggering home from a lock in. With sensitive movement and everything getting thrown into reverse at all the wrong moments, just staying in a

straight line is a mammoth achievement. This isn't helped by the fact that the game engine is one of the worst we've played since, well, *V2000* actually. The graphics are messy, the textures blocky, lumps appear to be missing when driving through canyons, and, if that wasn't enough, they're also unbelievably jerky.

## SPACE ODDITY

After you've finally managed to wrestle your craft into submission, it's time to get on with the game. Each stage is explained in a detailed mission briefing, and you can expect tasks like 'Destroy Enemy Generator' and 'Locate Scientist'. Using the on-screen map, you begin to hunt out the enemy and their base. This is possibly when boredom becomes less of a passing thing and more of a permanent lodger.

Each stage has a friendly base with a factory in it and it's here that valuable weapon upgrades (such as bombs, grenades or extra



## TAKING YOUR MINERALS

Here's a bluffer's guide to weapon design...



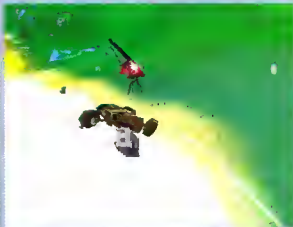
Ah, you really should think about upgrading to grenades to sort this little lot out. But how?



'Tis easy. Just collect all these minerals lying around waiting for you.



Take them to your base, where they can be exchanged for more useful items.



Now that's better. Good job we read the manual first, eh guys?

## BOULDER AUTOMATIC

Some of the stages have a smattering of originality and here's a prime example.



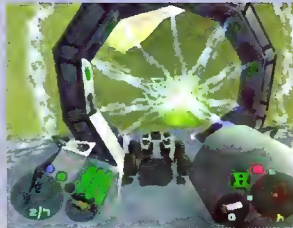
Okay, you need to deactivate the generator for the enemy guns before crossing to the Warpgate.



So, if I push this boulder into the transporter, it should appear by the enemy generator.



Hurrah! It's worked! It's destroyed the generator! Now I have to nip through the Warpgate myself...



...and prepare myself to face whatever lies in the next level. Ingenious.

gun turrets) can be exchanged for the minerals you collect. After a daring raid on the enemy, it's nice to head back to your base to restock – only it's all a bit boring.

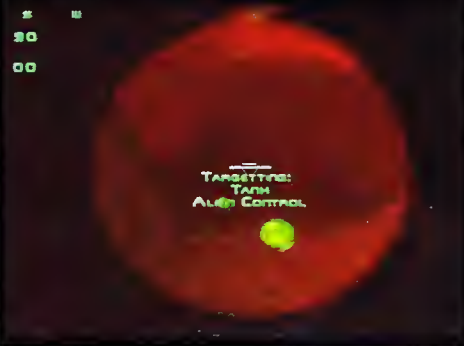
You can carry a set amount of humans which can be deployed at the secured enemy bases. These boffin types will then investigate the ruins to bring back new technology which you can steal for yourself. That done, it's usually just a case of heading for the Warpgate to end

the level and begin the next one.

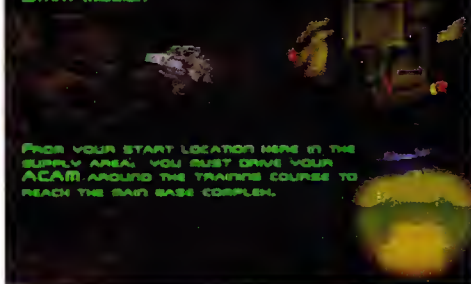
Don't get us wrong, we like action/strategy games as much as the next action/strategy game-liking person and enjoyed playing both *Wargames* and *Warzone 2100*, but everything in *Infestation* seems a little limp. The game structure is painfully dull, the storyline is so old hat it's a bawler, and the game engine is nowhere close to what we expect from decent PlayStation games nowadays.

## GREATMOMENT

This is tricky to use, but we quite liked being able to flick on the binocular-style view for creeping up on the unsuspecting enemy.



COMMAND CENTRE  
REPLAY BRIEFING  
MISSION SUMMARY  
START MISSION



You can access this screen to recheck your mission objectives...



## SPOILER

Remember that you don't have to drive everywhere, especially when you can fly instead. Once you've earned the flying modification for your buggy you can avoid all the ground clutter.

Shoot the crates lying around to collect power-ups.

If you want a 3D strategy/action game, then *Warzone 2100* fits the bill. If you own that, then plump for *Wargames*. Despite the pedigree of the developers, they're obviously not entirely comfortable with PlayStation, as this game (and *V2000* before it) shows. ■

Dean Mortlock

## BETTER THAN WAR OF THE WORLDS

## POWER Verdict

The graphics are slow and jerky, and although each mission has plenty to do and the game is challenging, it's also dull. Basically, it's boring and it plays dreadfully. Two very good reasons not to buy this game.

# 5

# Front Mission 3

Still think robots are the domain of little kids? Think again, mechs have just got serious

## DETAILS

**When's it out?**

Now

**Who made it?**

Squaresoft

**What have they done?**

Final Fantasy VIII (9/10)

Vagrant Story (8/10)

**How much?**

£39.99

**Who publishes it?**

Crave Entertainment

**How many players?**

One

**What kit works?**

Dual Shock, Memory Card

(two slots)

**What's the website?**

[www.squaresoft.com/web/games/index.html](http://www.squaresoft.com/web/games/index.html)



It's the perfect time to unleash the big guns and knock 'em dead



The Mechs are massive further into the game.



Ah, the beautiful sight of an enemy legging it.



Simple actions are completed by yes or no answers.



Who'd have thought it? The Net in a game?

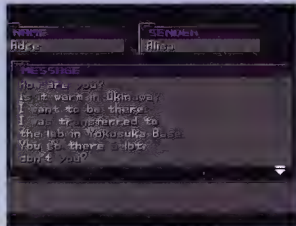
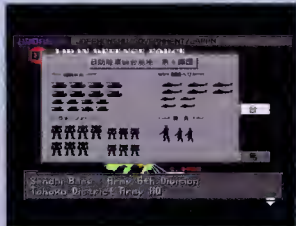
Robot battling games were traditionally the domain of the geek. Spotty youths used to sneak through the streets to Games Workshop where they would take it in turns to roll dice. But times have changed. Now all they have to do is nip down the EB, buy a copy of *Front Mission 3* and they suddenly become the proud owners of probably the finest, deep breath now, turn-based Mech battle-sim available. *Front Mission 3* is a bloody cracker.

The story starts off fairly simply with your character working as a Wanzer (no jokes, please) test pilot who stumbles across a wide-ranging plot to... well, that would be telling wouldn't it. In a bid to ramp up the replay value the story splits into two threads 20 minutes into the game with your decision made without knowledge of these plots. Each storyline features at least 70 battles so this is one helluva game. Also, there are a series of hidden challenges, sub-games and secret mechs. If you're going to play *Front Mission 3*, set aside a couple of months, you'll need it.

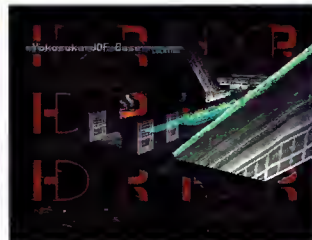


## THE INTERNET

If you feel you need a rest from chucking enemy robots onto the scrapheap then check out the in-game Internet. Okay, so it's nothing like the real one but if you want to progress in the game you'll have to spend some time 'online'. You can even check out the chicks taking part in the Telhoku school beauty pageant... you can vote for your sister.



Fortunately these are your mates. Good job too.



Thankfully, you can change the backdrop of the Net.

## GREATMOMENT

Taking on a room full of JDF mechs and overcoming their numbers by outwitting and out-shooting them. It's a constant pleasure just attempting to survive these battles.



One of the main features of the game is the heavy political vibe that carries throughout. While it envelops the serious gamer into the story it can serve to put off anybody who's after a more casual game. You can spend ages flicking through political argument after political argument when all you want to do is blast through to the next battle scene. When these finally do arrive you get a chance to experience

one of the finest scrap systems in existence. Forget about getting bogged down with stats, HPs and so on, this is simplicity itself. It's so simple, in fact, that the tutorial only takes five minutes before flinging you into a practice battle. By the time the first true battle crops up you'll be able to switch weapons at will, leap onto better vantage points and utilise skills at the same time as you fire off a volley of HeadSeekers at your quarry.

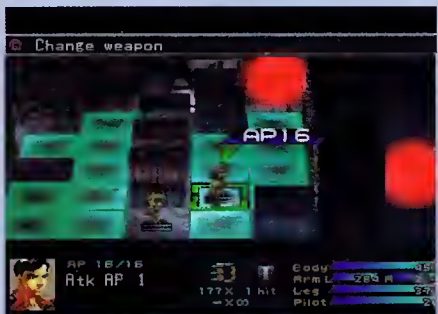
## NET BROWSER

While fighting other mechs takes up the main part of the game there is a certain element of investigation to indulge in. You're not simply told everything about the plot, you have to uncover parts yourself. A lot of this searching is done by speaking to characters but the main tool for this is the Local Network your character can plug into.

Once on the pseudo Net you can browse various websites digging up more info about a company or government department. While this is a great idea in principle, it can often lead to you spending hours scanning various 'sites' in the vain hope that you might uncover a secret. More often than not this is a complete waste of time; time which could be better spent blowing the crap out of other mechs.

## WANNA FIGHT?

The fight system is so simple, we can show you exactly how to win a scrap in four easy steps. First, find a position that will allow you a clear view of your target without getting too close. Then, select your target. You're best to knock the bigger mechs out first as they'll be less of a threat later. For the third step, simply highlight the unlucky mech and press X. Finally, if you cause too much damage there's a good chance he'll eject, leaving him armourless... and soon... skull-less.



The green square shows how far you can move.



Don't let the furniture get in the way. Just shoot it!

## SPOILER

Don't spend too long talking to the tramp in the JDF bar... she's not a tramp in the traditional English sense of the word, why else do you think she asks if you've got any money?

And while we're talking annoying things there's the whole conversation system. Okay, so a rough drawing of the character next to scrolling text is standard RPG fare but isn't it about time somebody came up with a better system. The time taken to draw each, badly, animated image could be better used getting us to the action quicker.

Still, to attack such a game for these few minor faults is a tad unfair. Forget about these and you've got a very fine RPG-cum-bliaster which should be owned by anybody with a passing fancy for the genre. There's a palpable buzz when you stride into the path of an aggressor and it all kicks off. This is sound game which deserves to be played but, beware, you'll lose months to it. ■

Andrew Collins

BETTER THAN FF TACTICS WORSE THAN VANDAL HEARTS

## POWER Verdict

While *Front Mission 3* won't appeal to a lot of gamers, it has got enough gameplay to keep lovers of the turn-based strategy genre glued to their machine for weeks. Bloody a-mech-zing, we say.

# 8

# Vib Ribbon

You won't understand it, but you will love it!

## DETAILS

**When's it out?**

Now

**Who made it?**

Nana On-Sha

**What have they done?**

PaRappa the Rapper

(9/10)

Um Jammy Lammer

(8/10)

**How much?**

£9.99

**Who publishes it?**

SCEE

**How many players?**

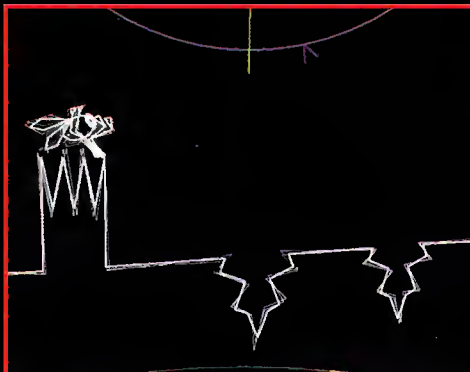
One

**What kit works?**

Dual Shock, CDs

**What's the website?**

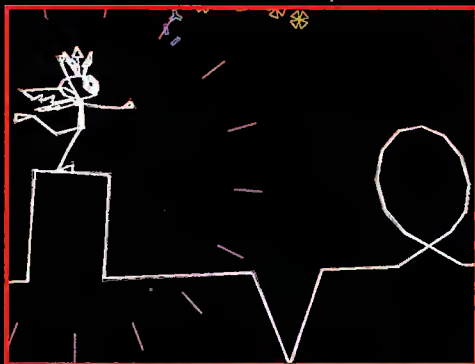
[www.playstation-europe.com](http://www.playstation-europe.com)



Make a mistake and the screen will shake like you're suffering from a hangover.



If you thought you learned all your fine motor-neurone skills when you were two, think again. *Vib Ribbon* will really test your hand-eye co-ordination.



*Vib Ribbon*, the name, probably comes from the vibrating ribbon, that Vibri bounces, skips and cartwheels along.



**W**eird. Wacky. It looks like something you could've drawn yourself. You'll have never seen or played anything like it before. And if you're like us, you'll love it. With the market saturated with cinematic, graphic third-person action adventure epics, stealth 'em ups, beat 'em ups and driving games alike, PlayStation designers decided it was time to go back to the drawing board. Literally.

Renowned producer Masaya Matsuura, responsible for the 2D cartoon genius of *PaRappa the Rapper*, emptied his mind, Zen-style to return to the origin of gaming roots.

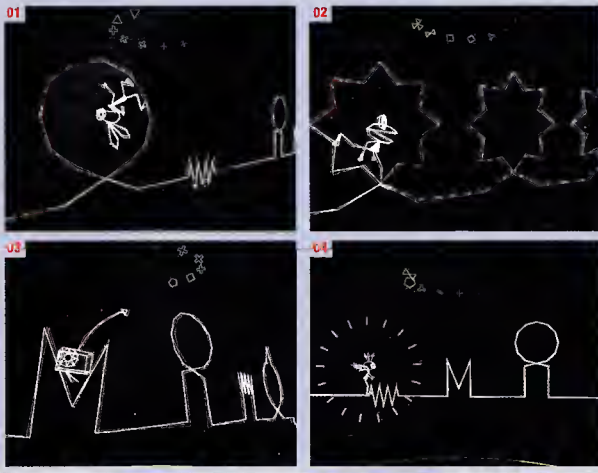
What he saw was simple black and white vector graphics and a basic brilliant gameplay idea. He saw, waving at him with a broad grin, a little stick-figure rabbit called Vibri.

Vibri, your high-pitched cutesy Japanese bunny hero, takes you through the game. The basic idea is to skip along the white line (ribbon) to the music, avoiding obstacles along the way. The obstacles, to start with, include blocks, loops, zig zags, and dips in the ground, which you have to vault, slide through or step over by pressing the appropriate button. *Vib Ribbon* only uses four buttons, but as the shapes get more complex, so do the button combinations. The skill comes with getting the timing just right – it's not that easy! – and anticipating the shapes with the music.



## HIGHER LIFEFORMS

Vibri starts off as a cute, lanky bunny, but if you make too many mistakes you devolve into a frog, followed by a worm with a TV-like head (lowest on the evolutionary scale). A circle of little pink dots keeps track of how many obstacles you get right in a row – complete the circle and you get upgraded to a higher lifeform. If you do really well you turn into a fairy!



Hey Mum! Look what I did on my Etch A Sketch!

Get your timing wrong and Vibri will squeal and the ribbon will start to shake, making it even harder to co-ordinate. Mess up enough times and you'll get demoted from a bunny to a frog to eventually a worm. Do well and you'll get a crown and wings (aww!). If you're really rubbish you'll make Vibri cry. (How could you?)

There are three difficulty levels (bronze, silver and gold) and a number of tracks to play to, performed by Japanese psycho popsters Laugh and Beats (another challenge is to work out what the hell they're singing). But the real beauty of the game is that you can play to your own CDs. The game information is stored in your PlayStation's memory, then when you choose to play your own CD, the game throws out a unique sound-generated obstacle course. Play the track again and the same sequence of obstacles appear, giving you a chance to practise and beat a level.

## 2D OR NOT 2D?

The graphics, though simple, are mesmerising and well thought out. The animations for bunny, frog, worm and crowned fairy, as they step, slink, or pirouette over the obstacles, are varied and captivating. It's amazing what you can create with simple line drawings. *Vib Ribbon* plays with perspectives and optical illusions. As

the music gets complicated the line twists and turns; objects slide over each other and overlap. Although essentially a 2D game, things appear 3D as your mind fills in the blanks. The line pivots around and you see Vibri from different and bizarre angles – eyes spinning like two saucers at the sides of his head. Artistically, it's intriguing.

Judging by some of the hip artists around, lo-fi is high art in Japan at the moment. From a country that went to extremes perfecting high-technology, lo-tech is now in fashion. *Vib Ribbon*'s quirky, catchy genius proved hugely successful in Japan and now Sony is releasing the unusual number in Europe. Little has been changed. Vibri still talks in his high-pitched, sped-up, impossible-to-understand-whether-you're-Japanese-or-not voice, but this time the menus and instructions are all in English (or French, Italian, Spanish...).

*Vib Ribbon* makes sure that the ageing PlayStation pulls another punch. You can go so far in improving upon a formula – as endless 'version 2's of your favourite games have proved. But let's remember why we play games in the first place – a bit of gaming originality can go a long way. *Vib Ribbon* might be the game to tie up your evenings for the next few months.

For only £9.99, it's definitely worth it – just to try it for yourself. ■

Sally Browne



## MUSIC MACHINE

As for the in-game music? It's appropriately weird. But if you don't like it, just play your own CD! The game will throw out some surprisingly varied tracks. Try a bit of Moby, Mozart or Metallica and you'll see what we mean.



## GREAT MOMENT

Some of your fave dance tracks are going to be impossibly hard to play – but it's ultra rewarding when you get that bit where the wicked baseline kicks in – if you can make it! Otherwise Vibri will be crying floods of line-drawn tears.



Floating chromosomes in the sky (or is it cat food?) keep score and Vibri tallies your points at the end.

## SPOILER

Listening to the music can be a red herring. Keep your eye on the visuals and judge the distance between yourself and the object you come up to. Otherwise you can be deceived into following a rhythm that isn't there!

## WORSE THAN PARAPPA THE RAPPER

## POWER Verdict

From simplicity comes genius. 2D images? A loveable character and addictive gameplay with endless variations? *Vib Ribbon* will have game developers everywhere wondering, 'Why didn't I think of that?'

# 8

# Terracon

What the hell is Terracon? Is it footwear for convicts? Nope, it's a blaster which promises full on carnage

## DETAILS

**When's it out?**

25th August

**Who made it?**

Picture Software

**What have they done?**

N/A

**How much?**

£29.99

**Who publishes it?**

SCOE

**How many players?**

One

**What kit works?**

Dual Shock, Memory Card

**What's the website?**

www.playstation-europe.com



Every once and a while a new sensation comes like a whirlwind outta nowhere, for example the Spice Girls launching the Girl Power phenomenon. Games also suffer from this, with titles like *Metal Gear Solid* or *Gran Turismo* changing the videogames scene forever. *Terracon* aspires to such great heights.

Basically you play some weird-looking alien called Xed, who's gotta save the galaxy from a super-powerful entity. It's 3D blasting action a-go-go with this title, and running around blasting things has never looked so lush. It's so detailed you can even admire the wildlife, with birds, deer and sheep cropping up.

But plush visuals won't help if it plays like a one-legged monkey playing football. Thankfully,

it plays more like Rivaldo than Phil Neville. There are tonnes of nice ideas, such as the way you generate parts of the landscape yourself. Initially, these are wire-frame models, but shooting them will cause them to grow into 3D objects, excellent! This puts a spin on the blam blam nature of the game, adding more cerebral pleasures.

## PLANET FREAKA

The weapons range from radar to invisibility, and are not original, but they are well implemented. There are little globes spinning round you, also acting as shields, and they look pretty too. In fact the whole game just looks slick, with smooth textures and an impressive draw distance too, always handy. Special note should go to the speech though, as the characters talk like aliens from *Phantom Menace*. Alright!

So is this game up there with the likes of *MGS*? Sadly not. It's a bit too repetitive for starters and the levels look pretty samey too, albeit in a nice smooth kinda way. A lot of the time you're just randomly wandering around just looking for the next thing to shoot. Sadly these flaws make *Terracon* into merely a good game, rather than an excellent one.

Kenny Gan

## GREATMOMENT

There's nothing more satisfying than blasting things to kingdom come, and *Terracon* does this as well as any other game we know. So die evil alien robots!!! Ahh ha ha ha!!!



## GET WIRED!

The most ingenious twist in *Terracon* is the way you interact with your surroundings, having to construct objects which give you access to new areas or help destroy bosses. How cool is that?



Shoot the wireframe, and claim a prize! Choose from 7-Up or S Club 7!

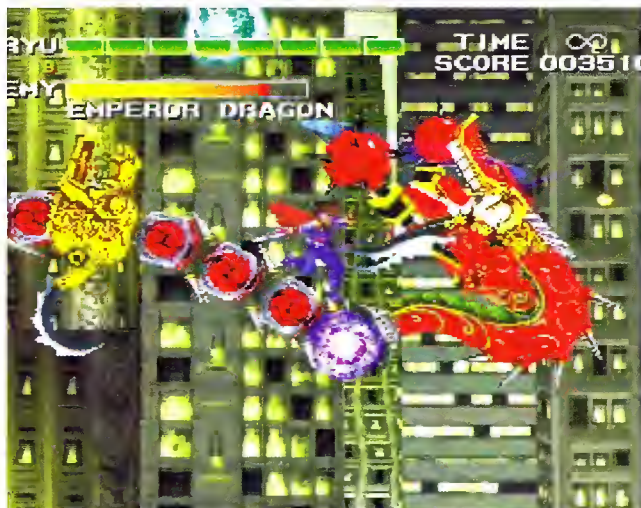
BETTER THAN DUKE NUKEM: A TIME TO KILL WORSE THAN MDK

## POWER Verdict

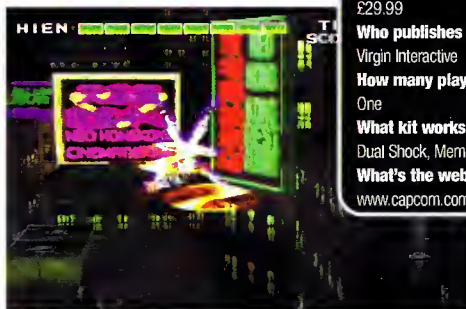
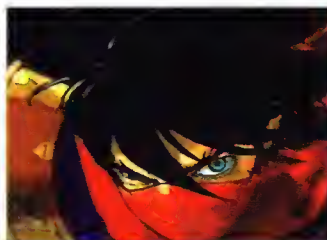
This blaster has non-stop action a plenty, but sadly it's marred by its repetitive gameplay. A good game, which action fanatics should definitely look into, but it could have been so much more.

# 8





Ride along the back of a cyber-dragon and destroy while trying not to fall to your doom. Check out Strider Hyien too on the right. He's available to you once you've completed the game once. There's more secrets...



## DETAILS

**When's it out?**

Now

**Who made it?**

Capcom (Japan)

**What have they done?**

Resident Evil 3: Nemesis (9/10)

Street Fighter EX2+ (9/10)

**How much?**

£29.99

**Who publishes it?**

Virgin Interactive

**How many players?**

One

**What kit works?**

Dual Shock, Memory Card

**What's the website?**

[www.capcom.com](http://www.capcom.com)

# Strider 2

It's a double whammy for Strider's PlayStation debut

**L**ike your old-school classics in the arcades? Then your pants are bound to feel a bit moist, and not just from the summer heat, if you know what we mean, but from the prospect of being reunited with early '90s platform champion, Strider Hiryu!

The best news for all you retro lovers is that this title comes on two discs. The first disc wields the platforming masterpiece that is the original Strider while the second contains the sequel game, Strider 2. The two pretty much follow the same style of futuristic space-ninja somersaulting all over the shop, with a cyber chop to all and sundry with his funky sword.

## HIRYU-KEN!

Needless to say, though, that the sequel is definitely the more enjoyable of the two. It's pacier, much more responsive and prettier to behold. The levels are broken up into five sections for you to choose from, with the first three as your opening options and the others uncovered after a bit of play. The most amazing part of the game is Strider Hiryu's ability to do so many things, such as slice through a parade of robo-ninjas at speed and jump up and cling onto a ceiling to dish out more ninja-justice. Double jumping in the air or crossing from one building wall to another is so damn cool that you'll recognise Strider as the superhero that he is.

Strider 2's strongest asset is its fun factor, there's loads of it. That just about makes up

for the rather old-school look of 2D sprites on top of a 3D background. It feels a bit io-fi, but to hell with that when you get to enjoy yourself. It's a bit quick and easy to get through simply because Strider's so tough himself. However, once you do complete it the tougher kid, Strider Hyien, is yours to play with, so it's stretched out a little.

When you consider you're laying your paws on this top platformer with a classic in one, it's not a bad deal really. Aficionados will go absolutely doozily for this bargain bundle, while you other platform/Capcom fans should give this ninjas-of-the-future thang a good go.

Kelvin Gan



BETTER THAN MICKEY'S WILD ADVENTURE WORSE THAN APE ESCAPE

## POWER Verdict

Loads of fun and fairly good value. Although it's a bit short and doesn't hold up well visually in this new age, it's well worth a quick blast if you fancy being a cool cyber-ninja from the future.

# 7

# Driver

## DETAILS

**Original release**

June '99

**Who made it?**

Reflections

**What have they done?**

Destruction Derby 6/10

**How much?**

£19.99

**Who publishes it?**

Infogrames  
(then GT Interactive)

**How many players?**

1-2

**What kit works?**

Dual Shock, Memory Card

**What's the website?**

[www.infogrames.co.uk](http://www.infogrames.co.uk)

Up-to-date opinions on this classic racing game, plus what the future has in store with a special Driver 2 location report over the page!





**H**ype is a bitch! Do you believe it and get your fingers burnt? Or ignore it and possibly miss out on something really special? This was the gamble that so nearly didn't pay off for *Driver*.

We knew what the game was about, we even got quite excited about the originality of it all. But it just kept snowballing as every gaming magazine and its bastard son ran a front cover exclusive on something daft like 'first shots of a cop car with a dent in its bonnet' or 'never before seen pictures of Tanner scratching his arse!' All this and nobody had even actually played it yet, or if they had then it was only through some Davros-like construction of a PC. The alarm-bells were ringing, and the knives of hacks the world over were being sharpened in union.

When the finished article did eventually arrive though, mere words cannot express the sheer brilliance of it all. The game kicked off in a similar style to that driving Gollath, *Gran Turismo*, in the sense that you had to pass a driving test (of sorts) before getting behind the wheel proper and polluting the streets of some of America's most famous cities with your acrid molten rubber smells!

## HIT IT!

Many separate elements made *Driver* great, but it was the car physics that really set it apart from the other racers. The vehicles handled perfectly, and when pursued by some of the game's (admittedly stupid) cops, the tension really mounted – especially if you had to make it to a specific rendezvous point before a timer expired with half of San Francisco's finest on your tail. So with the sirens ringing in your ears, the blues and twos strobing in your mirrors, and the immensely satisfying sensation of throwing your car around tight corners, could gaming possibly get any better?

Of course, you weren't pressured into taking jobs as the getaway driver of the title, with each new city that you arrived at, you could take time out to cruise the surroundings. Not only was this a good way to familiarise yourself with the city streets (and any possible short cuts), but you could also have a little fun antagonising the local PD, ploughing into shop windows, driving the wrong way down a busy one-way street, or voluntarily wrapping yourself around a lamppost.

There were so many other elements that made *Driver* the must-have game for Christmas as well – there was the way you



could record some of your best car chases and replay them from any angle, or the numerous routes through the game that varied depending on the jobs you decided to take, or the way in which you could lure pursuing cop-cars into traps/other cars/street corners and then watch the ensuing carnage in your rear-view mirror! Eat well copper, mwaa-ha-ha!

## MISSION: IMPOSSIBLE

The game ended up fully justifying its considerable time in development. It was the first game that allowed gamers of all ages to fully realise, unleash and then exorcise those cops 'n' robbers fantasies that were instilled in our psyche since that first episode of *Starsky & Hutch*, *The Dukes Of Hazzard*, *Knight Rider* et al.

In fact, the layout of the game was perfect – starting out with simple missions that steadily increased in difficulty as you progressed and snaked your way through the game. It's just a pity then that the final mission constituted such a dramatic step up in difficulty, with a level so intense and so infuriatingly tedious that we still haven't completed it by fair means to this day. To end one of the greatest games ever with a finale of such impossible proportions made the overall experience one of anticlimax as opposed to using all the skills learned thus far to evade the FBI in a thrilling denouement.

With any luck, *Reflections* will have got the balance just right with the sequel, and even if it proves not to be a massive leap forward from the original, then more of the same will more than enough to keep fans of the original enthralled for plenty more late, late nights. ■

Ryan Butt



BETTER THAN DESTRUCTION DERBY WORSE THAN *Driver* 2?

**POWER Verdict**

Still the best, and only, game of its kind. Brilliantly recreating the thrill of the chase against a '70s backdrop, and now yours for only £19.99 on Platinum.

**10**



Fond memories! Running errands for the local hoods while trying to drive within the speed limit to prevent any unwanted attention from the fuzz. No, scratch that last bit, putting your foot down is the only way to play *Driver*. Eat dust copper!

• Now turn over the page to see what the future has in store for *Driver*...

# Driver 2

## DETAILS

**When's it out?**

November 2000

**Who made it?**

Reflections

**What have they done?**

Driver (10/10)

Destruction Derby (6/10)

**How much?**

£29.99

**Who publishes it?**

Infogrames

**How many players?**

1-2

**What kit works?**

Dual Shock, Memory Card

**What's the website?**

www.infogrames.co.uk

There are just a couple more months until the sequel hits the streets, so what goodies has it got in store for us joyriders?



**W**hen you take a moment to think about which bit of *Driver* you could say is your favourite, then you'll be waffling away for ages about ragging away from the police, chases after other crims, the car smashes, even the Director Mode. Basically you can't say that there's just one good bit, it's all good.

All those brilliant aspects of the game are being beefed up and topped up with some utterly inspiring new features. First of all you're not going to see those ropery looking cut scenes like the original that were pretty dull. From now on, every mission is going to be related to a tight plot from the enthralling storyline they're cooking up at Reflections. Tanner's sidekick Tobias Jones and he are deep undercover infiltrating a couple of rival gangs, one based in the States and the other rooted in Cuba. It's a race against time to stop the two from meeting in a bloody confrontation, so it's thrills and spills for all you dirty driving heroes out there.

## HOT RODS

We've now seen a massive pack of cars created for this new version, including motors that resemble classic convertible Mercs and BMWs. These hot rods are certainly among Power's favourite among the bunch, but there's also all those big old classic '50s American wheels like the Chevy Bel Air and Cadillacs. Think that sounds hot? Check this out, you also get to drive in school buses and fire engines!

There were small gripes that there wasn't a two-player mode in the original, so all you whingers out there can keep your complaints to yourselves as there's definitely going to be a split-screen mode with loads of different modes to get into. A *Destruction Derby*-style session against a mate in your classy motors?

## Then Some...

Okay, so we know about *Driver 2*, but what about *Driver 3*? The main man, Martin Edmondson, at Reflections had this to say: 'Our ultimate aim would be to have the game looking as close as possible to TV car chases filmed from the dashboard. It won't happen on current hardware, but PlayStation3 or X-Box2 could offer the power which allows us to produce a game which is almost indistinguishable from TV footage...'





Driver 2 really looks absolutely fab, even just half-way through completion. It's going to be just so brilliant.

Or how about playing cops and robbers together like you did on a school playground, only this time in *Driver 2* world!

## LOCATION, LOCATION...

It's a much more detailed world in *Driver 2* as well, with loads more detail shoved into the backgrounds like you won't believe. Locations are now so realistic, we had to look at snapped photos of the places to compare. Needless to say we are in awe of what the creators of *Driver 2* have managed. It's not just the concrete that gets a nice new polish, so does the tarmac.

The roads before were all based on a

square grid system, which meant every single turn in the cities were ninety degree bends. That's not very realistic is it, but in *Driver 2* they've incorporated roads that go up or down. So now when you're chased along a freeway and need to make a quick escape, take the exit ramp that will lead you onto the bridgeway above, stop and stare at the mooks driving on below 'cos they missed you. Ha! How about launching a big bus across an incomplete bridgeway like in *Speed?* *Driver 2* is going to be a way cooler driving experience, with the maps looking a lot more like something you'd see in a real city A to Z.

## REALITY CHECK



A massive team of artists were scooped off their feet and taken over to the actual locations picked for the sequel. It was their task to absorb every little bit of visual detail into their minds so that they could recreate it for our benefit. That's dedication for you folks, and it's paid off. Spot the difference!



## ROUND THE BLOCK

Check this night-time shot! Loads more vehicles including buses and lorries, now on roads that don't make you slam to the side for a ninety degree corner - It's enlightening...



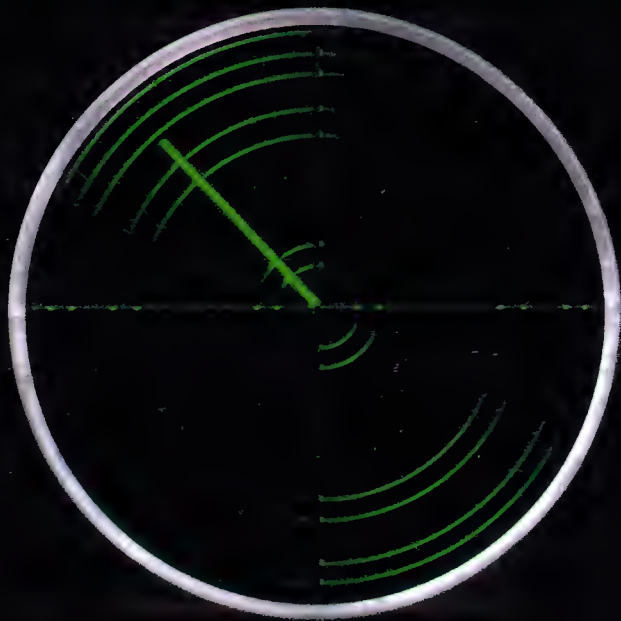
Can't see where you're going? Switch on the headlights then! Doh!

The coolest bit that we've all been dying to find out about has been made a reality. Yes folks, you can get out of your car, mosey over to civ's vehicle and accost it for your own needs. Your car got mashed up by other idiot drivers getting in your way? Teach 'em a lesson by nicking theirs then carry on with your mission. You'll need to do this in some of the missions as they're so much bigger!

All this coolness, plus sponsorship from fashion labels Diesel and Oswald Boateng will guarantee good looks on the characters while Universal Music are providing a soundtrack for one of the hottest games, ever. ■

Kelvin Gan

# INCOMING!



## **DAILY**RADAR UK

*[www.dailyradar.co.uk](http://www.dailyradar.co.uk)*

### ***GAMES NEWS AS IT HAPPENS***

FROM THE PEOPLE THAT BROUGHT YOU

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# SORTED

The hottest cheats and tips, solutions to your woes, codes to hack your games plus full guides all in here!

## THE BEST TIPS IN THE BUSINESS

### THIS MONTH

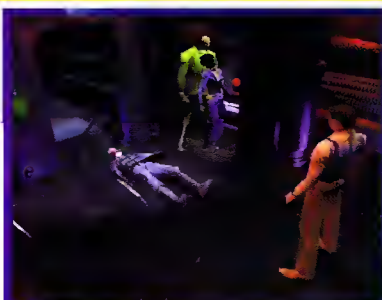
- 84 **NEW CHEATS**  
Cheats for all the latest games
- 88 **Q&A**  
All your questions answered
- 90 **CODES**  
More than you could shake a stick at!
- 93 **CHASE THE EXPRESS**  
Save the world... we show you how
- 103 **IN COLD BLOOD**  
The final part of our ultimate guide

## CHASE THE EXPRESS

The hottest ride of your life need not be the hardest. This exclusive guide will sort you out all the way through. Choo choo!



## IN COLD BLOOD



Tough to crack? Just halfway through? Here's the second half of the guide!

# New Cheats

Sponsored by...

**CHEATS UNLIMITED**



www.cheatsunlimited.co.uk

## THE LATEST GAMES NAILED

# COLIN MCRAE RALLY 2.0

Enter the following codes at the 'Create New Driver Profile' screen for the desired effect:

**All cars** –  
ONECAREFULOWNER  
**Lancer car** – OFFROAD  
**Mini Cooper** – JOBITALITY  
**Sierra Cosworth** –  
JIMMYSCAR  
**Ford Puma** – COOLESTCAR  
**All tracks** –  
HELLOCLEVELAND

**Mirrored tracks** –  
RORRIMSKART  
**Shoot fireballs** –  
GREATBALLSOFT  
**Bouncy collisions** –  
RUBBERTREES  
**Big wheels** – EASYROLLER  
**Low gravity** –  
MOONLANDER  
**Aggressive CPUs** –  
NEURALNIGHTMARE  
**Turbo mode** – ROCKETFUEL  
**Faster game** – PRUNEJUICE



## TOMBI 2

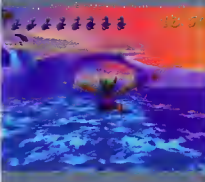
### Cheat mode

Hold L1 + R1 and press ●, ▲, ■, and X at the opening menu with the 'New game' and 'Load game' options. A sound will confirm correct entry. 'Level select' and 'All weapons' will be unlocked in the options screen. Press X on the 'Level select' option to access a screen that has all the levels. Select a level and, like the magic wings, you will advance there. Enable the 'All weapons' option, then press ▲ to get to the journal screen,

look at the weapons, and select one. Note: This will also unlock all the hidden weapons. Once this option is disabled, you will have whatever weapons you originally had.



## SPYRO 2: GATEWAY TO GLIMMER



At any time, pause the action and press the following commands:

**All abilities** – ●, ●, ●, ●, ■

**Big Head** – UP, UP, UP, UP, R1, R1, R1, R1, ●  
**Flat Spyro** – LEFT, RIGHT, LEFT, RIGHT, L2, R2, L2, R2, ■

**Red Spyro** – UP, RIGHT, DOWN, LEFT, UP, ■, R1, R2, L1, L2, UP, LEFT, DOWN, RIGHT, UP, ●

**Blue Spyro** – UP, RIGHT, DOWN, LEFT, UP, ■, R1, R2, L1, L2, UP, LEFT, DOWN, RIGHT, UP, X

**Pink Spyro** – UP, RIGHT, DOWN, LEFT, UP, ■, R1, R2, L1, L2, UP, LEFT, DOWN, RIGHT, UP, ■

**Green Spyro** – UP, RIGHT, DOWN, LEFT, UP, ■, R1, R2, L1, L2, UP, LEFT, DOWN, RIGHT, UP, ▲

**Yellow Spyro** – UP, RIGHT, DOWN, LEFT, UP, ■, R1, R2, L1, L2, UP, LEFT, DOWN, RIGHT, UP, UP

**Black Spyro** – UP, RIGHT, DOWN, LEFT, UP, ■, R1, R2, L1, L2, UP, LEFT, DOWN, RIGHT, UP, DOWN



## DISNEY WORLD QUEST: MAGICAL RACING TOUR

### Play as Jiminy Cricket

Collect all the parts of the Firework Machine.

### Play as Ned Shredbetter

Successfully complete the Trophy Challenge.

### Play as X.U.D. 71

Collect all eight fairies on each of the following tracks:

Tomorrowland Speedway, Space Mountain, Blizzard Beach, Dinosaur, Pirates of the Caribbean, Jungle Cruise, Splash Mountain, Haunted Mansion, and Big Thunder Mountain Railroad.

### Splash Mountain track

Win all nine first-place pennants.



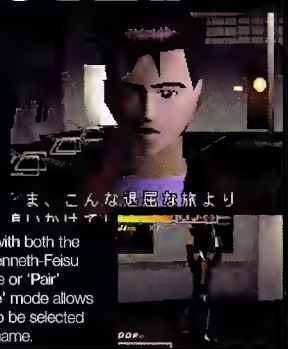
## CRISIS BEAT

### Expert mode

Successfully complete the game under the 'Normal' difficulty level to unlock 'Expert' mode. This new option will appear on the options menu.

### Free mode

Successfully complete the game with both the Eiji-Julia team and Kenneth-Feisu team in 'Single' mode or 'Pair' mode. The new 'Free' mode allows any two characters to be selected during a two-player game.





## LEADERBOARD

### SO YOU THINK YOU'RE A MEAN GAMESPLAYER?

We've been getting loads of amazing times after we launched this section back in *Power* #50. But we need more! We want this column to be a whole page. So send in your best times and scores for your favourite games – and if you do well, your name'll be printed and you'll win a prize. As well as being recognised as a *Power* games guru of the highest order, we'll even print your picture. So send it in to: Leaderboard, *Power*, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW.



Christopher Barrow from Southampton is our *Resident Evil: Survivor* king for the moment, with an absolutely amazing time!

### GRAN TURISMO 2

Times by Andrew Mawdsley, Hereford.

Tahiti Road	48.831
Midfield Raceway	53.631
High Speed Ring	43.892
Super Speedway	25.442
Seattle Short	45.978
Rome Short	36.662
Red Rock Valley	55.153
Seattle Long	1.10.028
Rome Long	1.03.610
Grindelwald	1.01.601
Laguna Seca	1.04.590
Apricot Hill	1.03.517
Motor Sports Land	29.942
Trial Mountain	1.04.805
Clubman R5	38.465
Grand Valley East	49.233
Grand Valley Long	1.25.873
Special R5	1.04.590
Autumn Ring	1.00.248
Test Course	46.192



## MADDEN 2000



Bonus Alpha Blitz stadium – PANCAKES  
 Bonus Antarctica stadium – XMASGIFT  
 Bonus Cosmodome stadium – SPACEBALL  
 Bonus Dodge City stadium – WILDWEST  
 Bonus EA Sports stadium – ITSINTHEGAME  
 Bonus Gridiron stadium – KLAATU  
 Bonus Madden Stadium – COUNTMADDEN  
 Bonus Nile Hi Stadium – DENILE  
 Bonus Salvage Field stadium – TETANUSHOT  
 Bonus Tiberium stadium – FEEDTHELIONS  
 Bonus Tiburon Bros stadium – COTTONCANDY  
 Bonus Tiburon stadium – WEPUTITHERE  
 Curved space and time – MOEBIUS

### Cheat codes

Enter the following codes on the code entry screen for the desired special effect.

100-yard field goals – BIGFOOT  
 100-yard passes – PIGSKINFLY  
 1972 Raiders team – GETMEADOCTOR  
 1972 Steelers team – DONTGOFOR2  
 1976 Patriots team – HACKCHEESE  
 1976 Raiders team – GAMMALIGHT  
 1981 Chargers team – BUILDMONKEYS  
 1981 Dolphins team – 15MOREMIN  
 1985 Bears team – DOORKNOB  
 1985 Dolphins team – CHICKEN  
 1986 Broncos team – BLUESCREEN  
 1986 Browns team – KAMEHAMEHA  
 1988 49ers team – CALLMESALLY  
 1988 Bengals team – PTMOMINFOGET  
 1990 Bills team – SPOON  
 1990 Giants team – PROFSMOOTH  
 1995 Colts team – PREDATORS  
 1995 Steelers team – STEAMPUNK  
 1997 Broncos team – EARTHPEOPLE  
 1997 Packers team – TUNDRA  
 Five-yard first downs – POPWARNER  
 All '60s team – MOJOBABY  
 All '70s team – LOVEBEADS  
 All '80s team – BIGHAIR  
 All '90s team – INTERNS  
 All-Madden team – TEAMMADDEN  
 Alternate scoring rules – DRBENWAY  
 Ball chase view – VERTIGO  
 Bonus 4th and Incas stadium – QUETZLCOATL

Easy to intercept – PICKEDOFF  
 Electric sidelines – STATICCLING  
 Fast passes – FASTFORWARD  
 Faster fatigue – FINALTIME  
 Faster turbos – GOTTHEROCK  
 Floating heads – TALKINGWHAT  
 Frequent fumbles – ROLLERGIRL  
 Frequent injuries – PAINFUL  
 Hard to tackle players – TEFLON  
 Hidden clown team – CARNEYS  
 Hidden Comets team – ONESMALLSTEP  
 Hidden EA Sports team – WEARETHEGAME  
 Hidden Industrials team – INTHEFUTURE  
 Hidden Junkyard Dogs team – MADMADDEN  
 Hidden Millennium team – TIMELESS  
 Hidden Marshalls team – COWBOYS  
 Hidden Monsters team – KTHULU  
 Hidden Mummies team – WRAPPEDUP  
 Hidden NFL Millennium team – ALLTIMEBEST  
 Hidden Praetorians team – DOASWEDO  
 Hidden Sugarbuzz team – TREMENDOUS1\_2  
 Hidden Tiburon team – SHARKATTACK  
 Hidden Toymakers team – XMASFILES  
 Hidden Vipers team – PLAYWITHHEART  
 Large vs small team – MINIME  
 Less penalties – REFISBLIND  
 Longer jumps – SPRONG  
 No interceptions – EXPRESSBALL  
 QB is never sacked – QBINTHECLUB  
 Receivers catch better – MAGNASAVE  
 Stiffer arm – SMACKDOWN  
 Super speed burst – NO2



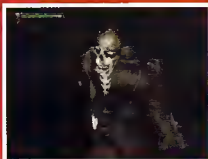
## NIGHTMARE CREATURES 2

### Move through walls

Hold R2 + L1 + ● + ■ and press SELECT at the main menu. A message will appear to confirm that the code has worked. Now, during the main game, your character will be able to walk straight through walls, which is handy!

### Invincibility

Press START to pause the game during play, then hold R2 + L1 + ● + ■ and press SELECT. Select the 'Cheats' option to access an option for unlimited lives.



## DRIVER

### No damage

On the title screen, quickly press L2, L2, R2, R2, L2, R2, L2, L1, R2, R1, L2, L1, L1. If the cheat has worked, it should be added to the cheat menu.

### No police

On the title screen, quickly press L1, L2, R1, R1, R1, R1, L2, L2, R1, R1, L1, L1, R2. If the cheat has worked, it should be added to the cheat menu.

### Rear wheel steering

On the title screen, quickly

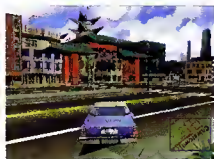
press R1, R1, R1, R2, L2, R1, R2, L2, L1, R2, R1, L2, L1. If the cheat has worked, it should be added to the cheat menu.

### Mini cars

On the title screen, quickly press R1, R2, R1, R2, L1, L2, R1, R2, L1, R1, L2, L2, L2. If the cheat has worked, it should be added to the cheat menu.

### Cars on stilts

On the title screen, quickly press R2, L2, R1, R2, L2, L1, R2, R2, L2, L2, L1, R2, R1. If



the cheat has worked, it should be added to the cheat menu.

### Upside-down screen

On the title screen, quickly press R2, R2, R1, L2, L1, R2, L2, L1, R2, R2, L2, L1. If the cheat has worked, it should be added to the cheat menu.

### View credits

On the title screen, quickly press L1, L2, R1, R2, L1, R1, R2, R2, R1, R2, L1, L2, R1.

## TEST DRIVE 6

Enter the following codes on the name-input screen for the desired special effect:

**\$6,000,000 Cash** – AKJGQ

**All cars** – DFGY

**All tracks** – ERDRTH

**All quick race tracks** – CVCVBM

**No quick race tracks** –

OCVCVBM

**Shorter tracks** – QTFHYF

**All challenges** – OPIOP

**No challenges** – OPOIOP

**Disable checkpoint times** – FFOEMIT

**Enable checkpoint times again** – NOEMIT

**Stop The Bomber mode** – RFGTR



## SILENT BOMBER

### Advanced mode

Successfully complete the game to unlock 'Advanced' mode. This mode allows you to select which mission to play, and you can go back through and obtain essential data-chips from the various stages.

best be done in 'Advanced' mode after successfully completing the game.

### Neko Tank in VR mode

To unlock the cat tank called the Neko, achieve a rank of 'S' in each level. This can be done in 'Advanced' mode after successfully completing the game.

### Mercury in VR mode

To unlock Mercury, achieve a rank of 'B' or above in each level. This can best be done in 'Advanced' mode after successfully completing the game.



### Benoit Manderubrot in VR mode

To unlock Benoit, achieve a rank of 'A' in each level. This can

## HOGS OF WAR

In the 'Name Your Team' screen, enter the following names:

### All FMV

PRYING PIGS to gain access to all FMV scenes.

### Daft outfits

MARDY PIGS to gain access to the secret 'Team Lard', who have purple outfits and stupid hats.

### Extra scene

WATTA PORK to gain access to an additional FMV scene.



## COOL BOARDERS 4

### All mountains and pro characters

Enter 'ICHEAT' as a name. The phrase 'Hey, no cheating' will be spoken to confirm correct code entry.

The phrase 'Hey, no cheating' will be spoken to confirm correct code entry.

### All special events

Enter 'IMSPECIAL' as a name.

### Extra mountains

Enter 'NEWHILL' as a name. The phrase 'Hey, no cheating' will be spoken to confirm correct code entry.



## DRAGON VALOR

### Gallery mode

Complete the game to unlock the 'Gallery' mode. This will appear as an extra option on the main title screen when the end credits have rolled. In it, you can view the early concept art of the game.





**Check out our new website at [www.cheatsunlimited.com](http://www.cheatsunlimited.com)**

# Q&A

## WRITE TO:

Clive @ Power Tips,  
30 MONMOUTH ST,  
BATH, BA1 2BW

powertips@futurenet.co.uk

## YOUR GAMING PROBLEMS ANSWERED

### SAME OLD GORMAN, ALWAYS CHEATING!

With a glint in his eye and a pound in his chest, Clive takes on the challenge of dealing with your questions with relish for he is the Cheat Master of Power and he can't be stumped. Attack him if you dare, he's unstoppable. Go Clive, go!



We couldn't find Dr Boskonovitch to play as, but there he is among the crowd. Clive wants hair like this...

### PLAYSTATION 2

#### Dear Power

I own an imported PlayStation2 and several games – the best being *Tekken Tag Tournament*. Now, I have unlocked most things in the game, but I heard a rumour that you could unlock Dr Boskonovitch as a playable character by obtaining the highest score in *Tekken Bowling*. What I want to know is whether or not it's true, plus any tips you may have for getting a better score. I'm a bit crap at it, you see!

David Powell, Sheffield

First things first, we heard about this Dr B thing as well and, eager to shed light on the situation, promptly sat down for a week's solid playing trying to beat the top score in bowling and root

the decrepit buggar out.

Alas, although we got the top score Dr B was nowhere to be seen. That's put paid to that rumour then. When trying to obtain Dr B though, we did pick up a few tips to share. Firstly, the best combination of characters is Heihachi for your main bowler, and a woman – say Anna – for your secondary

character. Always aim slightly to the right of the central pin, and if you end up slightly off with your direction, compensate for it by side-stepping left or right as you take your run up. With the power set at medium to high, you should get a strike more or less every time!

### RESIDENT EVIL 2

#### Dear Power

I read in another magazine that in *Resident Evil 2* you can access Rebecca

Chambers from the first *Resident Evil* game. Apparently, you have to complete the game with all the characters, including Hunk and Tofu, then continue from the next scenario.

You then have to make it to the front of the police station without picking up any ammo, and once you are there, you go to the front gate of the police station, which is unnoticeable, push forward and then press X. You will see the big,

Does she make it into any other RE games?



Gorgeous Ada comes to Leon's rescue in *Resident Evil 2*. Here you can see that she certainly knows how to handle a lethal weapon with her hands...

huge gate with zombies all around it and eventually the gate should open, revealing Rebecca Chambers. What I want to know is whether or not this is true?

Akbar Johnny, Birmingham

There's no question at all that this is utter nonsense! However, there is an element of truth in the theory. The gate you mention does actually exist (it is the one you go through to get to the police station in *Resident Evil 3: Nemesis*), but you can only see it using a cheat cartridge. The camera angle in *Resident Evil 2* doesn't make it obvious to the eye, but by pushing up against the wall you can indeed see the action suddenly viewed from behind the gate, with a few zombies dotted around it. But Rebecca Chambers certainly doesn't exist in *Resident Evil 2*, other than in a picture, the film of which can be found by searching one of the desks in the STARS office numerous times, and then getting it developed in the dark room.

### DRAGON VALOR

#### Dear Power

I recently bought *Dragon Valor*,

and although I thought it was quite an enjoyable game, I am having trouble completing it. As far as I know, I am right at the end and am fighting a big-ass dragon against a psychedelic backdrop. Basically, I can beat this dragon down to no energy, but the stupid thing just refuses to die. What am I doing wrong?

Danny Dawson, Chichester

Right, you've beaten the dragon into submission, right? The fire-breathing wretch has seemingly nothing more to give? But then you keep hitting it and it gets up again and continues fighting, yeah? Right, the same thing happened to us. What you've got to do, having got the vile beats on its knees, is finish it off! Simple really, just jump into the air and perform the move whereby you stab your sword downwards into the ground. This will end the tyrannical beast's reign once and for all. Roll credits!

### STREET FIGHTER ALPHA 3

#### Dear Power

I recently bought *Street Fighter Alpha 3*, and I heard that you could play as Evil Ryu and Guile. I have trying most things





# Codes

## 75AFB537CED1=WIN!

Action Replay and Xplorer cartridges do great things for your playing... they give you power!

**XPLORER CODES (BLAZE) tel:0900 7779757 (50p/min) www.x-plorer.co.uk**

### COLIN MCRAE RALLY 2.0

R3 to activate, L3 to deactivate

#### RALLY-MODE

Infinite

#### SetUp/Repair-Time

75AF342D7A52

05AF342BCECD

#### Timer

#### Stopped/Always 1st

75AFB537CED1

05AFB537CED

#### Have 136 Points

(Championship Won)

35AEC45DCE55

#### ARCADE-MODE

Have 20 Points

(Championship Won)

35AEC5E1CEE1

CPU-Cars make no

Points

B5AEBED3CECD

35AEC5E5CECD

#### 99 Laps selectable

95B3F78DCE5E

35B3F78DCE30

#### Always 1st (Display)

75AFAF1170EF

35AFAF11CEED

75B747816E10

35B74781CE0D

#### Timer Stopped

(alternate)

75AFB5339E70

B5ADBED1CECD

15AFB533CECD

#### All Unlocked

85AD97A3CDCC

#### Menu-Timer

stopped

05AD7A4FCECD

05AD7A53CECD

05AD7A57CECD

#### No Body On

(Press Select & L1)

75AE4055C9CB

35B17986CE01

Off

(Press Select & L2)

75AE4055CCCC

35B17986CED9

#### Flying

On

(Press Select & R1)

75AE4055C5CB

35B1342ACE01

Off

(Press Select & R2)

75AE4055C5CB

35B1342ACE09

Max Grip (Note)

75AE4055CDC8

85B1FC69F8CD

75AE4055CDCA

85B1FC695E6F

#### Hyper (Rally)

(L2 to activate; repeat

after reloads)

75AE4055CCCC

85B17A2DF2CF

75AE4055CCCC

85B17A2BCECF



#### Hyper (Arcade Time Trial)

(L2 to activate; repeat

after reloads)

75AE4055CCCC

85B17A2DF2CF

75AE4055CCCC

85B17A2BCE0D

#### Hyper (Arcade 5 Players)

(L2 to activate; repeat

after reloads)

75AE4055CCCC

85B17A2DF2CF

75AE4055CCCC

85B17A2BCE0D

#### Drive Thru Walls

(Press Select)

75AE4055CDCB

85B2A2E9F8CD

75AE4055CDCB

85B2A2E1F8CD



35AF1B37CED3

35AF1B37CED3

35AF1B38CECF

35AF1B40CECF

#### P1 : 5 Points P2 : 3

Points

35AF1B37CED2

35AF1B37CED2

35AF1B38CED0

35AF1B40CED0

#### P1 : 4 Points P2 : 4

Points

35AF1B37CED1

35AF1B37CED1

35AF1B38CED1

35AF1B40CED1

#### P1 : 3 Points P2 : 5

Points

35AF1B37CED0

35AF1B37CED0

35AF1B38CED2

35AF1B40CED2

#### P1 : 2 Points P2 : 6

Points

35AF1B37CECF

35AF1B37CECF

35AF1B38CED3

35AF1B40CED3

#### P1 : 1 Points P2 : 7

Points

35AF1B37CECE

35AF1B37CECE

35AF1B38CED4

35AF1B40CED4

#### P1 : 0 Points P2 : 8

Points

35AF1B37CED3

35AF1B37CED3

35AF1B38CED5

35AF1B40CED5

#### SYPHON FILTER 2

All Cheats and

Multiplayer Stuff

85BAB53FCDCC

85BAB541CDCC

All Weapons and

Items 1

85BB65B3CDCC

All Weapons and

Items 2

85BB65B5CDCC

All Levels

selectable

85BD6F8CECE2

Expert Mode

85BAB5D3CECE

Sudden death all

enemies (Hero only)

85BAB52FCECE

Infinite ammo 1

85BB65BDCDCC

85BB65C5CDCC

85BB65CDDCC

85BB65CDDCC

85BB65CDDCC

85BB65CDDCC

85BB65CDDCC

85BB65CDDCC

85BB65CDDCC

85BB65CDDCC

# WIN

Blaze are getting in on the action! You lucky people have the chance to win all these every month, so get your pens in gear.

The Xplorer is worth entering for alone, but the 8Mb Memory Card is fantastic (PS Xtra Value 8/10). There's never been a better time to get involved in a

bit of cheating! These are the cool prizes:  
FX XPLORER CARRY BAG  
VIPER JOYPAD  
8MB MEMORY CARD  
Send your interesting postcards (please!) to:

**I'M SO XJITED, I'M GOING TO XPLORER!**  
Power #56,  
Future Publishing,  
30 Monmouth Street, Bath BA1 2BW

And here is this month's question:  
**What's Clive's favourite bog read?**

Have a guess and we'll pick the best suggestions.





85BB66E1CDCC  
85BB66E9CDCC  
85BB66F1CDCC  
85BB66F9CDCC

#### Infinite ammo 2

85BB66D7CE30  
85BB66FDCEDC  
85BB6801CED2  
85BB6611CEDC  
85BB6615CEDC  
85BB6619CED2  
85BB662DCED2

**Hero (only) immune to explosion, head shots,**  
vehicle hits and fire  
(Note 1)

85B15D5DF2CD

**Stop timer on**

**mountain bridge**

75C85727D72E

85C85727D72E

**MULTIPLAYER-**

**CODES**

**All weapons &**

**infinite ammo P1**

35BB65C1CE31

35BB65C5CE31

35BB65C7CE31

35BB65C9CE31

35BB65CDE31

35BB66D3CE31

35BB66D5CE31

35BB66DDCE31

35BB66F1CE31

35BB66F9CE31

35BB6611CE31

35BB6615CE31

35BB661BCE31

85BB65B3CDCC

85BB65B5CDCC

**All weapons &**

**infinite ammo P2**

35BB66B21CE31

35BB66B23CE31

35BB66B25CE31

35BB66B31CE31

35BB66B39CE31

35BB66B41CE31

35BB66B49CE31

35BB66B51CE31

35BB66B59CE31

35BB66B61CE31

35BB66B65CE31

35BB66B69CE31

85BB66B9FCDCC

85BB66B11CDCC

**Infinite Armour-**

**Codes (Note 1)**

**Small Village P1**

85C5A221D025

**\*Small Village P2**

85C5A26DD025

**Abandoned Bank**

**P1**

85C677B1D025

**Abandoned Bank P2**

85C67801D025

**New York Slums P1**

85C65555D025

**New York Slums P2**

85C655A1D025

**New York Garage**

**P1**

85C5A221D025

**New York Garage**

**P2**

85C5A26DD025

**Kazakhstan**

**Warehouse P1**

85C60585D025

**Kazakhstan**

**Warehouse P2**

85C606D1D025

**Park Hedge Maze**

**P1**

85C66F29D025

**Park Hedge Maze**

**P2**

85C66F75D025

**Park Jungle Jym P1**

85C62B59D025

**Park Jungle Jym P2**

85C62BA5D025

**Catacombs P1**

85C616E9D025

**Catacombs P2**

85C61635D025

**Rooftops P1**

85C5A0C9D025

**Rooftops P2**

85C5A115D025

**Rhoemers Bunker**

**P1**

85C5D73DD025

**Rhoemers Bunker**

**P2**

85C5D789D025

**Pharmac Incubator**

**Lab P1**

85C62B51D025

**Pharmac Incubator**

**Lab P2**

85C62B9DD025

**Agency Computer**

**Lab P1**

85C6189DD025

**Agency Computer**

**Lab P2**

85C619E9D025

**Pharmac Expo**

**Center P1**

85C6CF75D025

**Pharmac Expo**

**Center P2**

85C6CF1D025

Note 1: You will still catch fire but if you rot! a couple of times it'll be extinguished. You can still die from a fall.

Your health will go down but you cannot die. In fact an explosion will boost your health back to maximum!

Note 2: Can still be killed with a head shot!

#### DUKES OF HAZARD

**No Body Damage**

801329B0 0400

801329B4 0400

801329B8 0400

801329BC 0400

**No Tire Damage**

80132704 03FB

801327CC 03FB

80132894 03FB

8013295C 03FB

**RONALDO V-**

**FOOTBALL**

**Home Team Scores**

**9 Goals**

801514EC 0039

**Home Team Scores**

**9 Goals**

801514EC 0030

**Away Team Scores**

**15 Goals**

801514EE 3900

**Away Team Scores**

**No Goals**

801514EE 3000

**EURO 2000**

**Home Team Scores**

**15 Goals**

8003C29C 000F

**Home Team Scores**

**No Goals**

8003C29C 0000

**Away Team Scores**

**15 Goals**

8003C2A0 000F

**Away Team Scores**

**No Goals**

8003C2A0 0000

## ACTIONREPLAY CODES (DATEL)

tel:0906 8516355 (50p/min) [www.codejunkies.co.uk](http://www.codejunkies.co.uk)



Use the codes for 'crazy keepers'... David James got there first apparently.



If Keegan had had access to these codes, England would have won Euro2000.

**Crazy Keepers**

80128F2C 007F

801283D8 001D

80129276 00C5

**EVERYBODY'S**

**GOLF 2**

**Hole in One every**

**shot**

800FA75C 0001

**20 Under Par**

80046E7B FFEC

**R-TYPE OELTA**

**Infinite Credits**

8001014C

**Infinite Lives**

8001014E

**R9 Full Beam**

D001 0142 0001

8017 2360 00EB

D001 0142 0004

8015 1DFC 00EB

**R9 Invincible**

D001 0142 0001

8017 236A 0040

D001 0142 0004

8015 1E00 0040

**R9 Full Dose**

D001 0142 0001

8017 23C0 1F40

D001 0142 0004

8015 1DF0 1F40

**RX Full Beam**

D001 0142 0001

8017 47A8 00EB

D001 0142 0004

8015 3C9C 00EB

**RX Invincible**

D001 0142 0001

8017 47AC 0040

D001 0142 0004

8015 3CA0 0040

**RX Full Dose**

D001 0142 0001

8017 4808 1F40

D001 0142 0004

8015 3C90 1F40

**R13 Full Beam**

D001 0142 0001

8017 55B0 00EB

D001 0142 0004

8015 3C24 00EB

**R13 Invincible**

D001 0142 0001

8017 55B4 0040

D001 0142 0004

8015 3C28 0040

**R13 Full Dose**

D001 0142 0001

8017 55A4 1F40

D001 0142 0004

8015 3C14 1F40

**POW Full Beam**

D001 0142 0001

8017 60B8 00EB

D001 0142 0004

8015 465C 00EB

**POW Invincible**

D001 0142 0001

8017 60BC 0040

D001 0142 0004

8015 4660 0040

**POW Full Dose**

D001 0142 0001

8017 60AC 1F40

D001 0142 0004

8015 4650 1F40

**Full Beam All Ships**

D001 0142 0002

8015 28D8 00EB

D001 0142 0003

8013 B520 00EB

D001 0142 0005

8014 CD3A 00EB

D001 0142 0006

8016 D404 00EB

D001 0142 0007

8015 43F4 00EB

**Invincible All Ships**

D001 0142 0002

8015 28DC 0040

D001 0142 0003

8013 B524 0040

D001 0142 0005

8014 CD38 0040

D001 0142 0006

8016 D408 0040

D001 0142 0007

80



**KEEP  
AHEAD  
of the  
game**

Get Official UK PlayStation Magazine every month for the very latest news and reviews. The only magazine with a playable demo disc featuring the hottest new games.



# CHASE THE EXPRESS

## WALKTHRU PART 1



In this, the first part to the POWER guide to Chase The Express, we show you how to get back on track and stop chasing your tail

## TOP TIP

If you complete the game and get the best possible ending, you will unlock the 'Special Mode'. This allows you to play through the entire game with two pistols and infinite ammo from the start. You will also be able to pick up an automatic rifle early on and use a grenade-launcher attachment that is already kept in the special storage boxes!

## BEFORE YOU START

*Chase The Express*, like the *Resident Evil* games before it, is an action adventure whereby the events ultimately affect the outcome. Basically, failure to perform certain tasks will result in key members of the cast dying, making a good ending impossible. This guide outlines all the tasks you need to perform to obtain the best ending. Good luck!

## SOS

To save your progress in *Chase The Express*, you will need to look out for some specially-marked boxes on the wall. Accessing them will enable you to store unessential items (at several points you may need a few free spaces in your inventory) and save your game, and there are quite a few dotted around the carriages – usually they are found in the bogs!

## RUSSIA - ST PETERSBURG

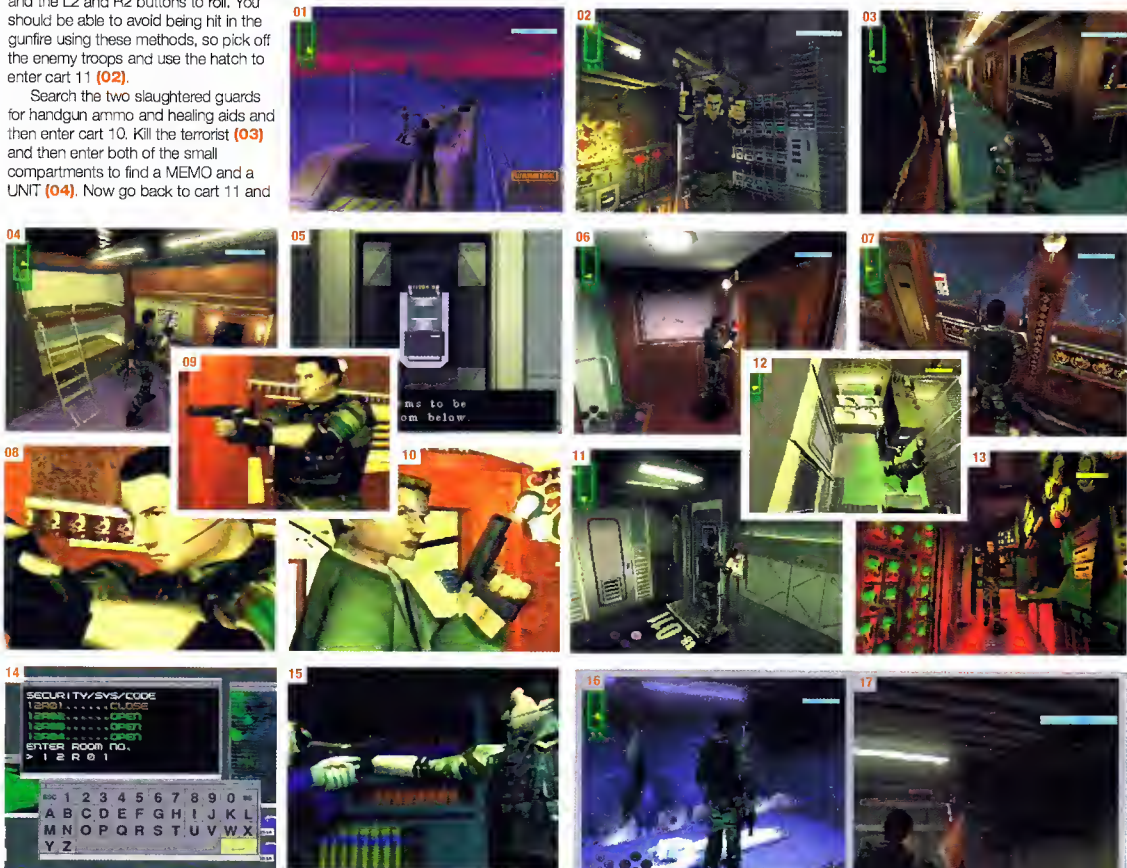
The adventure begins on top of cart 13. You can use the Circle button to jump over gaps (if you fall between carriages, simply bash all the buttons to climb back up to safety). When you get close to the hatch on top of cart 11, several guards (01) will come out onto the roof to bump you off, so use the R1 button to duck and the L2 and R2 buttons to roll. You should be able to avoid being hit in the gunfire using these methods, so pick off the enemy troops using these methods, so pick off the enemy troops and use the hatch to enter cart 11 (02).

Search the two slaughtered guards for handgun ammo and healing aids and then enter cart 10. Kill the terrorist (03) and then enter both of the small compartments to find a MEMO and a UNIT (04). Now go back to cart 11 and

go up the stairs down the far end and then into the washroom to the left. Grab the handgun ammo from the corpse, then leave the washroom and go into the bar area. Pick up the memo and then use the UNIT on the lift in the corner (05).

Two guards will now enter the bar with guns

blazing. To conserve ammo, simply hop into the lift for a speedy getaway. When you emerge in the darkened room, hit the switch next to the flashing red light on the wall. With the light now restored, take the memo next to the sink and then go down to the cold room at the far end.



Leave the kitchen area via the door at the other end which you will automatically unlock. Now go into cart 10 and make your way up the stairs. Use the CARD KEY (G) to open the security door, and enter the small communications room to pick up another memo. Then go to the one at the other end of the carriage to obtain another memo with a door code scrawled on it.

Use this door code (1742) to enter the Ambassador's compartment and kill the guard, then grab the memo from the table. Head towards the door and a cut scene will roll, in which you will meet the Ambassador and his slightly-sinister sidekick, Mason. Take CARD KEY (B) from the dead terrorist and then leave the room – you will then receive a message on your comm-link.



Take the CARD KEY (G) from the dead chef and switch off the power to the freezer using the button on the wall – if you do this, then extra ammo will be thawed out for collection later on!



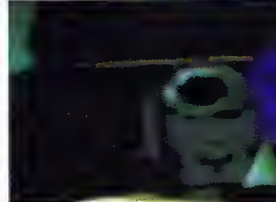
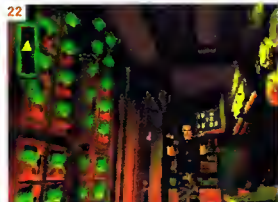
# CHASE THE EXPRESS

## RUSSIA - NOVGOROD

Head back down to cart 11 and use **CARD KEY (B)** (18) to open the door to cart 12. Kill the guard and then enter the three small compartments to find more ammo and two extra memos. Go to the shower cubicle down the far end, pick up the memo and then

kill the guard that enters for a healing pack. Now go upstairs in cart 12, search the corpse for essentials and then enter the control room. Kill the two guards and then enter the small room near the door to obtain the **SYSTEM DISK (22)**. In the main control room,

grab the memo and then go through to the room at the far end. Use the **SYSTEM DISK** on the computer and then type in '12R01' to unlock the room. Take the memo from the notice board. Leave the control room and you will hear shots coming from room 12R01.

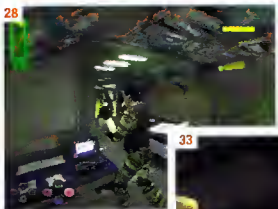


## RUSSIA - SMOLENSK



Take the memo from the dead body (26) and then use the computer to update **CARD KEY (B)** (27). Now go back downstairs in cart 12 and then use the updated **CARD KEY (B)** to open the door to cart 13. Once you're in cart 13, go straight upstairs.

## BELARUS - MINSK



Kill the guards and then check the laptop computer for a clue as to a forthcoming door code (29). There is another memo to be found on the notice board, so collect it and then walk down the other side of the cart where you'll find a washroom. Turn on the light and

then drain the water in the bath to obtain the **SPECIAL KEY**. Now exit the washroom and approach the locked door. Enter the code as the departure date for the Blue Harvest (which is 24th December) - '2412'. Enter the new room to meet up with the Ambassador's wife and

daughter. You will now view a lengthy cut scene whereby you escort the Ambassador's wife and daughter to the pick-up point. You are invited into the action again when you have to clear the deck of guards, so hide behind the boxes and pick them off



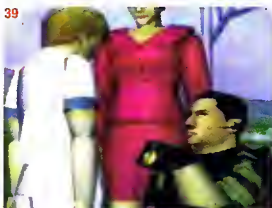
37



38



39



40



one by one. When the wife and daughter have been lifted to safety, grab the ammo and go back to cart 10.

Go to the room on the second floor where you originally met with the Ambassador and Mason will tell you his sorry story. Now go into the bathroom in the same room and turn on the taps of the bath. The number '5' will appear on the mirror amidst the steam. Exit the room and you will be called by headquarters.

Get back onto the roof of the train via the original hatch in cart 11, and then use the SPECIAL KEY on

the hatch on the roof of cart 9 (watch the fireworks along the way). Explore cart 9 and you will meet Billy MacGuire. Take the SCREWDRIVER from the shelf next to him and then make your way back along cart 9 and go into the first compartment - which is the missile room. Use the SCREWDRIVER on the panel on the side of the missile and then activate the timer. Now get the hell out of that room before the missile blows.

Two guards will try and shoot you in the pandemonium that follows, so wipe them out before

proceeding to cart 8. Go through the crate deck, kill the two terrorists and then press the button on the forklift to raise the crate. Another terrorist will enter. Kill him, push the crate out of the way and go upstairs.

Kill the terrorist at the top and enter the launch control room. In here, kill the terrorists and pick up the memos. Now turn the key on the launch panel and you'll receive a call from headquarters. Now go to the other end of the room and switch on the power supply before leaving and entering the next room.

41



42



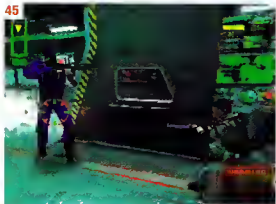
43



44



45



46



47



48



## BELARUS - BREST

Go back to cart 9 and meet with Christina. Mason will give you CARD KEY (F) which will give you access to cart 7 (49) so, without further delay, proceed down to cart 7. Go into the first room and pick up the memo, and then go along the carriage picking up ammo (51).

49



You will now have to operate the Blue Harvest's gun turret to fend off enemy choppers. Simply use the twin cannons to blast down as many choppers as you can before

the time limit runs out. When the time expires, the remaining choppers will give up the fight and fly away. Job done, for now!

50



51



52

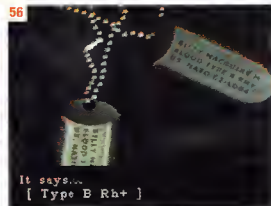




## POLAND - WARSAW

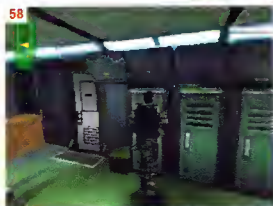


Go through to cart 6 and activate the power supply halfway along the carriage, but watch out for the two guards! Take the MACHINE-GUN CUSTOM BARREL from the locker and then go back to the entrance to cart 6. After killing another terrorist, Christina will call you. Go upstairs in cart 6 and enter the room to the left to meet up with the others. Billy needs an urgent blood transfusion, so check Billy to find out his blood



group (type B Rh+) and then leave the room, go back downstairs and along to the other side of cart 6 and up the other set of stairs. Go into the test lab and pick up the two memos, then push the switch to clear the gas chamber. Go inside the gas chamber and then pick up the BLOOD PACK. Now go back up the other set of stairs in cart 6 and enter into the opposite room to where the team is. Once inside this medical room,

pick up the memos and then use the BLOOD PACK on the machine in the corner. Enter the code in accordance to the memos and Billy's blood (B - Rh+ - C - D - START), then take the finished article to Billy.



## POLAND - POZNAN



Take CARD KEY (GR) from Billy and then go back downstairs. Use CARD KEY (GR) on the locked door midway through the carriage and go inside. Search the lockers for a BULLETPROOF VEST, INFRA-RED SCOPE and a TNT BOMB. Now, if you want the good ending, take the BULLETPROOF VEST upstairs to Billy, then come back down to this room. Climb up the small steps to the vent (60) and then go inside. You will emerge in the air purifier, take the ammo and healing aids and then climb the ladder to the roof. Now brace yourself for some more combat.

## POLAND - BERLIN

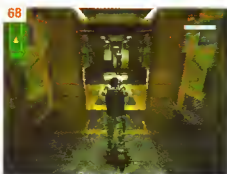


Kill the succession of guards that attack from both sides on the roof (63), then head for a confrontation with the first boss. You won't fight him yet though, instead he will duck into the terrorist train that is running parallel with the Blue Harvest.

## GERMANY - LEIPZIG

Enter the hatch and take a look inside. Pick up the gimp with two dogs to kill inside, so take care of them and then grab the GRENADE-LAUNCHER GRENADE. Now leave via the door you entered. Dump any unwanted items at the save point and proceed through the carriage. There will be one guard to kill before going through the next door – here you will confront the first boss...

### BOSS 1



This guy attacks with a crossbow, so duck down and then roll from side to side to avoid his bolts. Every time you finish a roll and the target appears over the enemy,

shoot him for all you're worth. Occasionally he will run at you and attack with his fists, so it is best to retreat until he dashes away again. If you need extra help in killing him, you can always shoot the two rows of barrels that are stacked near his position.



## GERMANY - LEIPZIG continued

Take the MICROFILM A (you can check this in your inventory to reveal a file, which will be added to your memo file to save space in your inventory), the CROSSBOW, and CARD KEY (W). Use the new card key and go through the next door. You'll now have to align the trains. To do this, hit the forward run button to level four. When you hit the back of the other train, stick it in neutral. As you get within 200 metres of the other train, hit the gear into reverse (level two), and you should cruise into alignment!

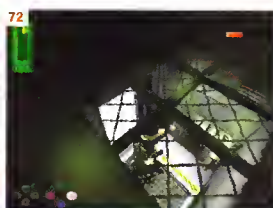


## GERMANY - FRANKFURT

Go through the hatch on the roof of cart 4 and then down into the main control room. Kill the two guards and collect the memo (70). Go into the door next to the one you originally entered and then operate the

maintenance computer. There are three buttons to press (from left to right – 1-2-3), and the correct combination is 1-3-2-3. Go through the door that opens and then use the hatch to get through to cart 5.

When you emerge, open the door to cart 6, but don't go in, instead, turn around and go through the door opposite. Proceed through the next door and then STOP! Right, read on...



## GERMANY - FRANKFURT continued



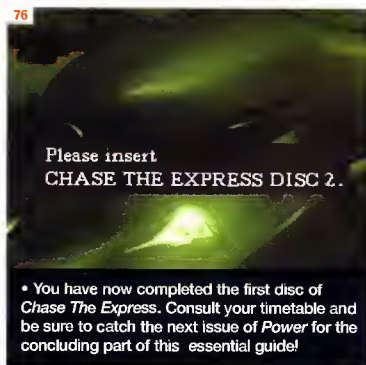
Pick up the WIRE AND HOOK, combine it with the CROSSBOW and then hit the switch at the end to disable the laser beams (74). Now leave the area by the way you came and go upstairs in cart 5. Destroy the robot and take the ammo (75), then take the IC CHIP from the unit on the raised platform in the centre of the room to deactivate the electric floor. Go through the next door and kill the two guards and then hit the switch to deactivate the electric door downstairs (after the laser beams). Then take the memo and go back downstairs and

through the door beyond the laser beams.

In this new room, the floor is electrified, so ride the lift upwards and you will be prompted to look at a distant attachment.

Use your CROSSBOW AND WIRE AND HOOK, and then manoeuvre yourself along the wire, avoiding the electrical surges that fire upwards. Drop down at the end and then take the IC CHIP from the unit on the raised platform in the centre of the room to deactivate the electric floor. Go through the next door and you will receive a call from the lovely Christina. Now head back to cart 6 to meet up with her. ■

You are in a gas chamber that is booby-trapped by tripwires. Equip your INFRA-RED SCOPE to see the laser beams, and then dodge them all accordingly.



• You have now completed the first disc of *Chase The Express*. Consult your timetable and be sure to catch the next issue of *Power* for the concluding part of this essential guide!



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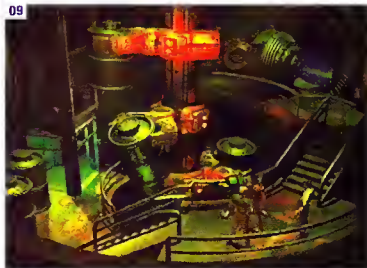
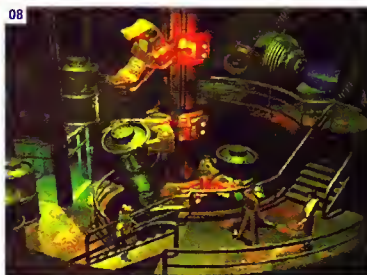
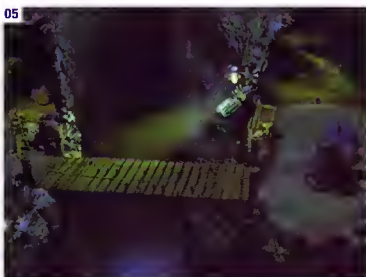
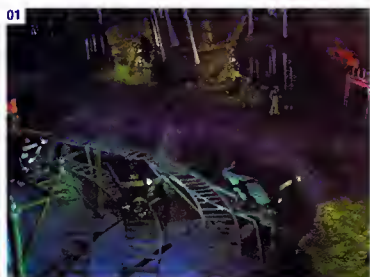
# IN COLD BLOOD

## WALKTHRU PART 2

It's time for John Cord to get the girl... it's the final part of the POWER guide to In Cold Blood!



## MINE



Try the steel gate – it won't budge, **(01)** so ask Gregor for suggestions. As he has no ideas you'll have to go down the tunnel on the left to a worker and a guard. Punch him, and talk to the guy before trying the lever on the left. **(02)** Pull it twice to find that it just won't stay down. Chat with the worker again and persuade him to hold the lever down for you, then run back to the steel gate. **(03)**

Yep, that lever is the door switch. If you're quick enough you can go through to another area. Avoid triggering the lasers (they're linked to the automated minigun remember?) and punch the guard you come across. Pinch the ammo he was carrying and continue along to see a robot which will leave as long as you

wait a moment. The technician nearby will attempt to raise the alarm as soon as he sees you, but thankfully Gregor has the matter taken care of before you can raise any objections.

There are three technicians up ahead, and they're not too co-operative as they prefer to play dumb to avoid helping you. **(04)** Pull out your gun and with the sights trained on their heads ask them one more time to find out what you need to know. Carry on to an old bridge with a wall-mounted gun overlooking it – looks like a problem. **(05)** Kostov will provide some cover fire while you run across, though the action causes the bridge to collapse so it looks like you're on your own from here. **(06)**

Hide behind the rocks and blast the soldiers as they arrive, getting their ammunition as you wave goodbye to your partner, and venture forth to the next screen where yet another guard wants a piece of you. Kill him and then open the huge door with the aid of your Remora. **(07)**

Inside the room, some technician guys are having a few problems getting their computer system to operate the claws. **(08)** You can attempt to interface with the computer, but it'll do no good. However, a swift punch should knock the circuits back into position and allow you now to link up and move claw three. **(09)** With the barrel on the lift gone it'll be in use again, taking you to the next section.



## REFINERY

Run to the ladder and climb onto a ledge. **(10)** Save here, as the next bit is tricky. Examine the window before climbing through to find Professor Tolstov. **(11)** Talk to him about anything, then shoot the guard who turns up. The problem now is that the robot outside will have been alerted – Tolstov knows this and promptly sends you on your way.

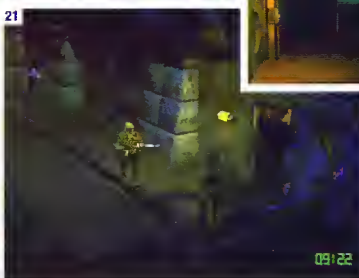
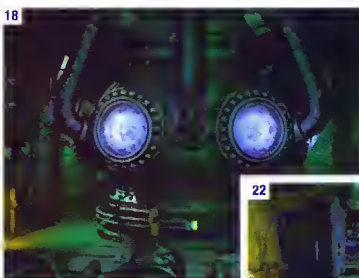
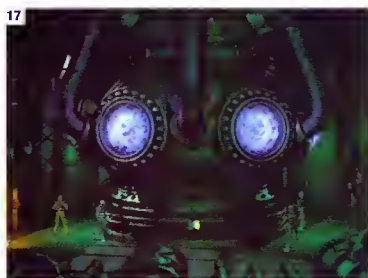
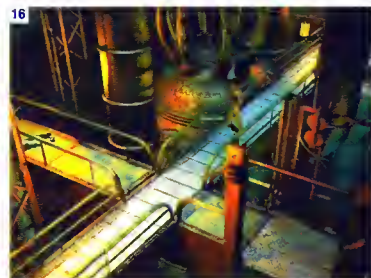
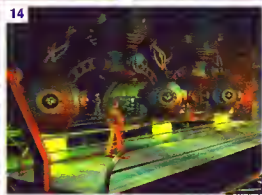
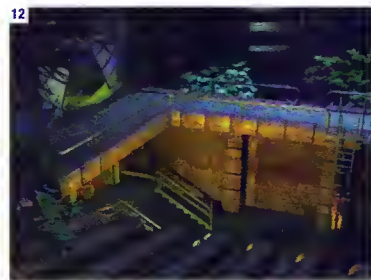
Climb back through the window and quickly go down the ladder, **(12)** then left inside the laboratory. A cut scene will play showing the professor being gunned down, so exact revenge for this by inserting an EMP mine into the recharge point underneath the stairs. As the robot gets close it'll get knocked out and you can comfort Tolstov in his dying moments. Search

his body (you'll need to interact with it twice) to get his ID card and then open the door opposite the lab. Sneak up on the guard and knock him unconscious then climb the ladder to a lift you can use the ID card on. Go to the first floor and save immediately.

Step on the conveyor belt **(13)** and grab the overhead pipes at the end so that you avoid a painful death and can get across. As screen changes shoot the guards and at the furnace ride the conveyor belt forward **(14)** and step off to the right so you can access the ladder. **(15)** On the other side ride the belt to another guard who must be shot before using the power switch to disturb the guards below. **(16)** Use the lift opposite to go into the room and with two of the

men gone **(17)** it's a simple task of shooting the enemies and putting the bomb **(18)** on Baby Blue. **(19)** Run left to see Kostov in some bother and get into the open **(20)** before shooting (to make sure you hit the guards). Run around the corner and try to open the door there – looked! Kostov has his own way of dealing with matters (as you'll see) and you're in. **(21)**

You're back in familiar territory now, but you haven't much time. Go down the steps **(22)** and through the door, then up and right to find the elevator. Blast the two guards, ride it up to the canteen, **(23)** and travel in the other lift (at the top) to revisit the showers. Run out the way you came in during mission one (left, then right and out) to finish this objective.



## MAINLAND BASE

**Climb up and go forward to a building with two guards outside. (24) Walk left to a fence and push the tyre away so you can squeeze through and sneak (25) past the guards to a building with a shutter door (on the right, but be careful!). Climb the ladder onto the roof and go over to the window – it seems the maintenance guy is watching TV. Play with the aerial opposite until the guy comes up to have a look. Hide to the left of the ladder, crouching behind the metal generator, and punch the guy when he looks at the antenna (you don't have long!). Snatch his pass (26) and use it on the door he came from to get inside. Left of the TV is a light switch that can be used to alert the**

guard outside who'll come in. Draw your gun and fire to kill him, allowing you to cross the snow to the hut (27) where a guy is repairing robots (use the card).

Pop the EMP mine into the recharge point and recal one of the 'bots, then bring in the second to see it knocked down too. Through fear the technician will tell you what you need to know, and with the EMP mine back in your hands return to the fence where it's safe for you to investigate the outlet in the corner. (28) It's actually a gas supply that you can slowly release by turning the handle, then ignite with your trusty lighter (you'll see why soon enough). Go all the way to the other end of this particular area (behind the hut) and a load screen will appear.

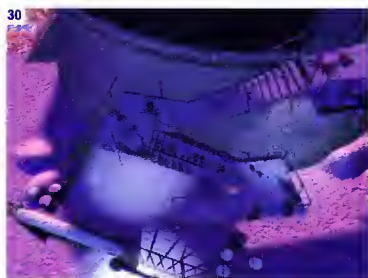
You're now at the cable car building. (29) Go up the stairs and look around the corner (follow the walkway) to see a cable car – you'll be using that soon. Through the door is a notice board to read (on the wall). Do so, and inspect the door. It seems there's no way through, so climb the ladder (by the notice board) but reload your gun now. Done that? (30) Good. Now once on the roof you'll have to kill the two guards quickly before they can do you too much harm. Search their bodies and walk over to the surface-to-air missile (SAM) launcher. Hook the Permora up to it and begin scanning for targets. It looks primarily onto sources of heat, such as that gas pump you ignited with your lighter a few moments ago. Launch the missile, obliterating the structure and causing a group

of guards to come and inspect it from another area of the camp. (31) Sneak back through the fence, making sure they don't see you, and right to an earlier screen. You need to get inside the building that is guarded and use the console there.

Go all the way back to the tunnel entrance at the start (outside run towards the screen and down the ladder) to see your comrades squabbling. Eventually Chi shoots Gregor (32) (he was about to shoot you after all) but there's no time for grieving as you need to get inside. (33) Download the information from the Permora into the door lock and you can proceed, however there are quite a few guards inside. Wait by the crates and Chi will have their attention soon enough, and all you do is let them come to you! Search their bodies and continue forward (don't worry about the alarm, there's nothing you can do about it). Shoot the guard who appears, then get ready to kill off a squad of minibots that come scuttling up. (34)

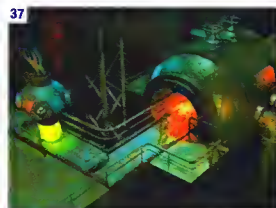
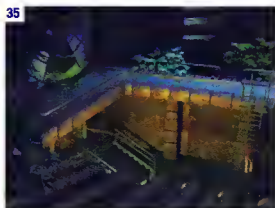
Unfortunately with the alarms going the elevator will be inoperative, so use the ladder to get on top of the train and walk to the end, killing the two guards as you go. Make sure you have a couple of bullets in your gun as you approach the circular door – it will open automatically revealing a sentry facing you. Waste him and move to the next doorway. (35)

Wait for Chi to catch up if she's not with you – her backup is essential for the next room as there are two guards on either side, both behind crates. Move on to





# IN COLD BLOOD: PART 2

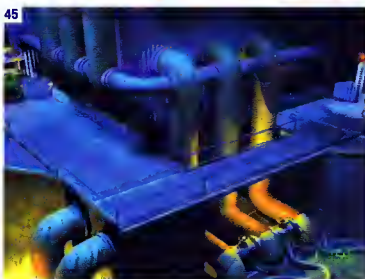
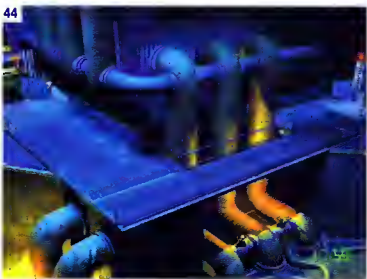
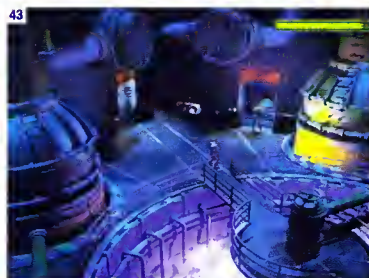
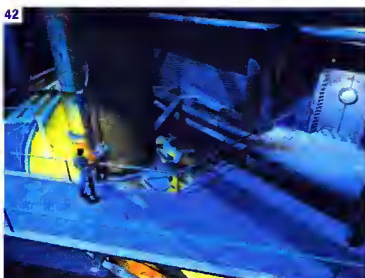
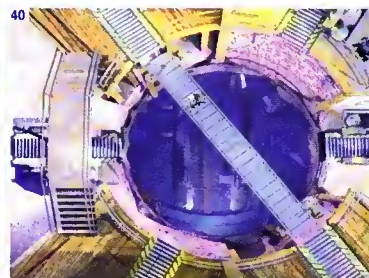


the end room that has a terminal responsible for operating the lift, though one person must stay up top so that the other may go down. Guess who's going? Use the lift to go into the cable car building and shoot both the guards before using the other elevator. If you

check your Remora's scans (36) now you'll find a robot on the other side of those doors, but dealing with him couldn't be simpler. Slot the EMP mine (37) into position and open the doors with your Remora. The 'bot will glide out and get fried by the mine.

Activate the cable car using the terminal (save before this!) then run through the security doors you opened and through to the outside of the building (where you were earlier). Run around the walkway and get to the cable car before it leaves to enter the Island Base.

## ISLAND BASE



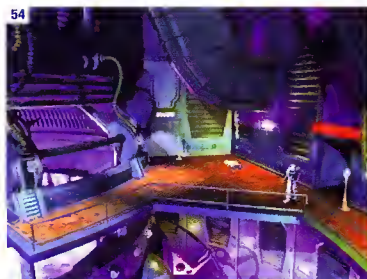
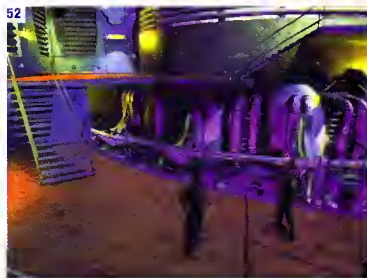
Duck behind the crate (38) to avoid being seen by the guard pacing up and down, then sneak up and thwack him good and hard. Walk over to the console and link up the Remora to see it controls the bridge, and there are two ways to rotate it. Choose to turn it clockwise, then link up and rotate it again, and again to have the conveyor belt moving away from you. (39) Step on but don't move – let the belt carry you so as not to alert the robot. Climb the ladder, silence the guard with a swift punch, and rotate the bridge using

the console by two turns anticlockwise to get to the upper part of the cable car (don't run remember). There's a robot so be careful of that as you use the console to rotate the bridge clockwise. (40) From the wall left of the terminal take the emergency power pack and cross the bridge. There's a robot here so time your run over to the recharge point so it doesn't see you and put the mine in place. Duck behind cover and watch it get knocked out. Get the mine and insert the power pack by the lift so that you may use it to go

to manufacturing. (41) Open the door and walk onto a gangway leading to a lift and a door. Try the lift to see it won't function, then step through the door (save just before this). You'll see a robot and a guard, which means no way through for you so go back along the gangway and rotate the valve wheel. (42) This will bring a maintenance guy up via the lift – once he's shut it off run over to the lift and take it down yourself (you can knock him out if you want to be extra safe). While the guards aren't looking sprint to door on the right and







go up the stairs beyond. Through the door above you'll see two guards, but you're safe from them. Go through the far (left) door and shoot the guard before strapping the EMP mine into the socket. (43) Run through the door at the end of the slope and you'll be back in that room we peeked into earlier (with the 'bot and guard). Kill the bloke and then quickly run back to the EMP mine as the robot will be following in hot pursuit. Once it's knocked out grab the mine and go to the room it came from – you can now safely go through the left door. (44)

Down the stairs and off to the right is a lift, guarded by just one soldier. Blast him and grab whatever he's carrying, then use the lift to enter security. Walk through the door and wait for the robot to leave the room. (45) Race into the torture room (on the left) and talk to the technician who'll give you some useful

information. Check the scanner for 'bots then leave and crouch behind the crates nearest the screen as the robot will pass back through this area on its patrol. Once it rushes through the right-hand door, and being careful not to shoot the guard or 'bot, take the door nearest to you which ultimately leads to Alex (below the stairs). (46) Unfortunately you can't get her out just yet so go back to where the guard and robot were (two rooms back). Creep behind the crates, in particular the one that's at a different angle to the others. When the first robot enters the room from the right the second (and guard) both turn to see what came in. This is your chance to creep through the door. (47) If you see a different screen appear as a guard enters and makes his report don't worry – you're still in the same area, it just goes off to the left (which is what you're looking at). This corridor holds

the main lift, which will be essential later but for now save the game before walking through the door at the end into the door control room. (48)

The guard here is very hard to kill without alerting the robot in the adjacent room. Wait for him to walk away from the console and use bursts of speed to get close, walking when near and striking with a punch (you may need two or three if he turns around). Search his body for a much-needed medkit and go over to the console which gives you control of the locking system. (49) Alexandra's door (number 2) unfortunately won't open so you'll have to do that later.

The aim here is to lock off the robots in the area so they can't cause any problems. When the moving orange blob (which is a robot) goes into the left room lock down door number 4, (50) which makes the second 'bot begin checking the door controls. Shut off numbers 9 and 10, and when it goes through door 7 lock it as well thus completing the trap. As for the final one you need to lock door 12 when it's in the large area below. Unlock 9 and 11 and go back to the room where the 'bot and the guard were to kill the soldier – he's not so tough without his churn.

Kill the other guard and head on through to the main lift. (51) Each of the floors has its own name, and the one you're after is the reactor (number 2). The first door is locked, so take the one at the far end and use the Remora to see one guard moving around below – wait until he's gone past and then go down and punch the guy at the console. Kill his mate with your gun and access the console, looking for some information on the reactor.



# IN COLD BLOOD: PART 2

At the top of the stairs right at the back is an internal elevator – use it. In this area don't go down to see the technician below, speak to the one on the other side. **(52)** She'll give you all the info you need. Use the main lift to get to the cable car docking area where you have to sneak behind the robot to insert a mine into the recharge point. **(53)** To zap the 'bot shoot it and run to the right-hand side. Run around the other side and turn the valve on the wall to cause a malfunction in the auxiliary systems, just the thing you need. Return to the reactor and back to the console where you knocked out the guards. **(54)** Hook up the Remora and unlock the door to the primary system (in the previous screen, the first door after the lift) so you can go through and shut off the cooling system using the valve on the left.

Security will now be instructed to enter both rooms and investigate, so quickly move back towards the console and down using the internal lift to the technicians again. Run along the walkway and use the lift there to find a single guard. **(55)** Use the lift to go to quayside where those security men have just left. Kill the guard there before walking up the steps to the master computer. Inspect the computer.



## ESCAPE ISLAND

After finally learning how you got into your current situation and the twist in the plot it's time to escape before everything goes up in flames! Talk to Chi and make your way to the main elevator (through the right door and turn to Cord's left in the next room to find the door leading to it). **(56)** You've got to go to quayside (number 1) where you must run left until you find the chopper. Of course, getting there won't be that simple as the bridge is down. **(57)** Push X to inspect it then run back to the super computer where you were captured earlier and attempt to raise the bridge. **(58)** It seems there's not sufficient power, so you'll be needing to acquire a source of electricity. Earlier on in your escapades you had to use an emergency power pack to activate a lift – this will be perfect! Take the main lift to the cable car docking area and run past the fried robot to a ladder. Clamber up it and rotate the bridge clockwise using the console, then cross to another and rotate the bridge a second time (clockwise once again). **(59)**

Ride the belt to the lift and take out the power supply then backtrack to the elevator (rotating the bridge to get across). **(60)** Go back to the super computer and insert the power pack on the left-hand wall, then save and try to raise the bridge.



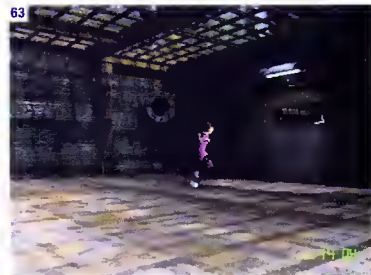
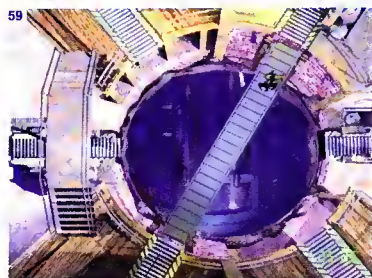
Leave and go left towards the chopper – Cord will move to some crates and make an observation about the chopper. Rather than confront them head on, fire a shot at the group then duck down, leaving Chi to kill them all. Get round to the craft and look at what Chi's done to your only ticket out of here. **(61)** Cord'll hook up the Remora and find out exactly what is damaged (make sure the Remora detects it) then check out information on the part using the super computer.

Head into the lift **(62)** and down to manufacturing (4). You'll see a robot guarding against safe passage – wait for it to move off and go through the next few doors to a room with a table. From here take the part you need as well as a limpet mine, then scamper back to the main lift. Take it to security (floor 3) where Alex is still held captive **(63)** (you'd forgotten about the girl

hadn't you?). Get there by leaving the room via the right door and going past the sand up so the view changes and through the door on the right (in the middle of the two others). Go through the next door to the cell at the bottom of the stairs and attach the limpet mine, then bolt away. **(64)** Come back with the door blown off and talk to Alex who'll then make her own way to the chopper. Back out of here to the lift and the quayside (you'll meet the kid on the way) then replace the part to get everything working again.







## SUBMARINE

Thought it was all over? Heck no, you've still got to stop World War III remember? (65) From the moment you land you're in trouble as two guards run towards you and Chi. Take them out and descend into the sub itself. Just as you set foot inside two enemies appear from either side, so blast them quickly. See the small computer near the front of the screen, with the small golden globe moving on it? That's the terminal you'll need to stop the missile launch, (66) but right now it's useless. Go right and shoot the guard standing in the passage before continuing to a larger room with a lift, from which a guard will appear. Kill him and try your Remora on the locked door – useless. (67)

Chi will attempt to hack the code so you may as well try to find the keys for the launch in another area. Use the lift to go down, then climb down the ladder and take the guards by surprise. The ladder at the end will take you to a room containing an open safe – inspect it to see that a number has been inscribed on the back of the door. (68) With this number use the lift in the room and you're back at the beginning of the sub (where you entered).

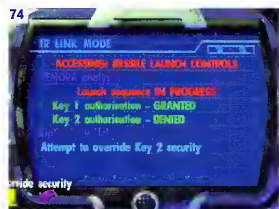
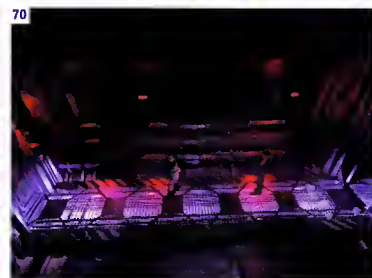
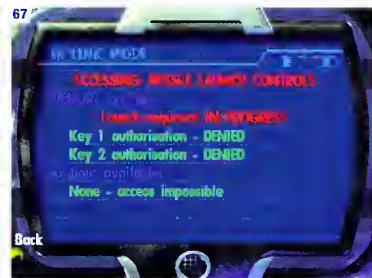
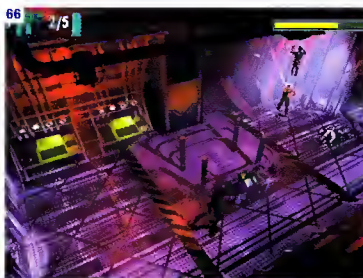
This time go left, taking a moment to chat to the lone technician about the launch and everything else, (70) and defeat any adversary that gets in your way. At the very end there's a room with a second safe, but

that number you gained earlier isn't the correct combination it seems. With nothing else here run back to Chi. Halfway there a cut scene will play and you'll see the young Chinese agent captured by Nagarov and his buddy Lukyan. (71) Drat! Hurry there as fast as you can... but it's no good, the elevator is locked. Walk through the door Chi opened and talk to the captain, who'll give you some vital information in the form of the safe code for his office. (72)

Run back to the other end of the vessel and unlock the safe using his code. With one of the launch keys in your possession run back towards the computer terminal, but along the way you'll see Lukyan drop



# IN COLD BLOOD: PART 4



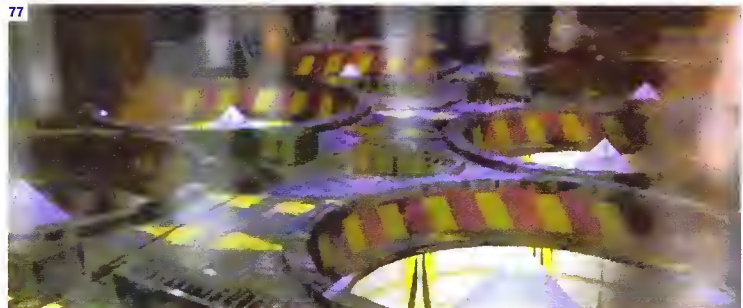
Save and race back to where you entered the submarine, and in particular the computer there, to input the first key. (74) Using the Remora hack into the system and let it do its thing. Unfortunately Nagarov appears to spoil the fun, but don't worry too much because just like the best old movies a steel girder falls on the bad guy due to an explosion. (75)

Search his body for a small key, and quickly make your way into the lift and to that room with the safe. Use the code you read on the back of its door to open the safe and retrieve the second launch key, then race down to the computer and abort the missile launch. Phew!

However, it's still not over – the reactor will go critical in just one minute!! (76) Take the lift then the ladder down and run to the end of the maintenance pipe where she is chained up. With the small key you got from Nagarov free her before going back the way you came to the ladder you first used, and get up onto the submarine. You'll only just scrape by with a few seconds remaining, so it may take one or two attempts to get right. (77)

Safely on the submarine Alex flies the chopper across and our two heroes catch hold of an engine as the craft takes off into the night, leaving behind only a long trail of destruction and thoughts of what might have been.

Mission accomplished... ■



down on Cord and knock him to the floor sending his gun into the turbine. (73) He'll taunt you but keep your cool and hammer the attack button to land a punch

square on his jaw. Lukyan will stumble back, and Cord will finish him off with the dreaded 'shove o' death', complete with its own gory cut scene. Sorted!



# NO MORE.



LAUNCH DATE:  
**OCTOBER 26**

# KNOW MORE.



LAUNCH DATE:  
**SEPTEMBER 01**



# PS

## THE WORLD OF PLAYSTATION



Now pay attention...  
this is PS one!

### THIS MONTH

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# She's In Fashion

Exposed – the  
complete  
Autumn PS2  
launch range!

# PS2

THE FUTURE AT YOUR FINGERTIPS



## RIDGE RACER V

Namco's granddaddy racer is powering up for the PS2 launch, and it's looking pretty tasty too



**When's it out?:** October 26th  
**Type of game:** Driving  
**Published By:** SCEE  
**Developed By:** Namco

**E**verybody knows *Ridge Racer*, and everybody knows that SCEE's launch of PS2 this October wouldn't be complete without the now ubiquitous racer. The original *Ridge Racer* was instrumental in PlayStation's success, now SCEE are hoping *Ridge 5* will repeat the process for PS2. But does lightning strike twice? There's no doubting the quality in the *Ridge*

franchise, with Namco having possessed the ultimate racer, until *Gran Turismo* arrived that is. With *GT 2000* not arriving till next year though, the market once again looks ripe for Namco to unleash its flagship racer.

Anyone who's ever played one of the *Ridge* series should know what to expect from this instalment, with the prospect of gleamingly beautiful cars, albeit not real ones, racing round cities at ridiculous speeds. Obviously with the utilisation of the PS2 hardware, this is the best-looking *Ridge* yet. Cars and tracks are now super smooth, running at a cool 60 frames-per-second. Oddly enough though, it doesn't actually look that much better than *RR4*, sure it runs at a higher

resolution and everything's smoother, but that's about it. Disappointingly, *Power* noticed heavy amounts of pop-up, especially in two-player mode.

The classic *Ridge* gameplay is still there too, although this may or may not be a bad thing. Sure this ensures instantly picked up playability, and makes it without doubt the most accessible racer. But the nature of power-sliding round corners is too calculated to ever feel like a real driving experience, making you feel like the car's on 'rails' for half the time. Admittedly the game is getting a bit long in the tooth by now, having been rushed out in time for the Japanese PS2 launch, but Namco could tweak it in time for its Western release. Let's hope that they do. ■



# TEKKEN

## TAG TOURNAMENT

Tekken Tag takes you to the top!

**When's it out?:** October 26th  
**Type of Game:** Martial Arts Mania  
**Published By:** SCEE  
**Developed By:** Namco

**E**verybody's favourite fighting series is about to hit the most wanted next-gen console of our lives. On the day the PS2 begins its life in our homes, *Tekken Tag Tournament* is going to give us a large measure of pugilistic pleasure and here's what's in store for us all.

First up every character from the entire series has been crammed into this title, so you'll be able to see for the first time Jin Kazama battling it out with his daddy Kazuya Mishima, as well as practice moves with his mump, Jun.

Altogether there are 32 characters collected from all three *Tekkens* including Ganryu and Wang from the first, Baek Do San with quirky kangaroo Roger coming aboard from the second plus all the cubs from *Tekken 3*. All these guys and gals look far better than ever before, even when *Tekken Tag* made its debut in the arcades. This is perhaps the first time a game has come over from the arcades and actually ended up looking better on a home games console. The Devil now looks really scary with his huge fangs and big muscles.

The tagging system really ups the tactical element. This time you really need to think who'd be the best pair. Who would you pit

against Kazuya and his Devil counterpart (who he transforms into really coolly when you tag between the two)? Jin and Heihachi? The choice is yours. Add to that some pretty snazzy combo elements available to the couple, and you've got a whole extra level of gameplay. There are some cool secrets in there too, but not an abundance. The coolest is the hidden Tekken Bowl mode, where there's a whole bowling game for you to relax to. Much more fun than *T3*'s Tekken Force mode.

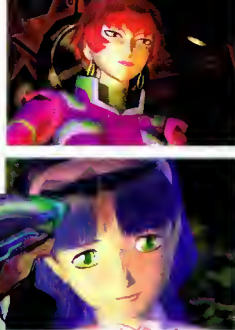
The graphics may not look as good as the movie clips that we were shown years ago, some people even say that it looks a bit rough around the edges. A lot of people have been expecting *Tekken 4* which this is not, but it's a wicked 'best of' what's been done so far. Word has it, though, that now anti-aliasing is being used in other games, Namco may decide to sort out these small niggling faults for the Western launch. Here's hoping that they do as it plays fantastically and should look as good. There's more than enough in there to get you ready for the proper *Tekken 4*! Practice with every character in the series so far and you'll be a master in no time.

*Tekken* is undoubtedly the most popular beat 'em up series on Sony's creations so far. And *Tekken Tag Tournament* is definitely a title that every PlayStation2 owner should have. There's hardly a chance you'll be disappointed with *Tekken Tag*, it's just so much fun to play. Bring it on! ■





PS2



# Z.O.E

Intelligent combat rocks PS2!

**Genre:** Shoot 'em up  
**Published By:** Konami  
**Developed By:** KCEJ  
**Release date:** TBA 2001

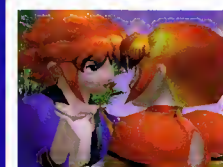
**E**verybody knows about *Metal Gear Solid 2*, but the talented Mr Kojima has another game up his creative sleeve...

Rich in special effects and high in body count, *Z.O.E* (Zone of Enders) ranks alongside *MGS2* in the eye-popping, jaw dropping stakes. Giving the PS2's mighty Emotion Engine chip-set a good workout, Konami claims that the game feeds on your actions and then enhances the in-game character's intelligence in accordance.

We'd like to see how that works, but at present we press have only been teased by a video trailer. But, like *MGS2*, *Z.O.E* isn't scheduled for release until 2001 and we don't hold out much hope of seeing anything playable for a good while yet. Perfectionist that he is, Kojima takes his time when making games, but, man, are they worth it! ■

# EPHEMERAL FANTASIA

Get ready for funky fantasy!



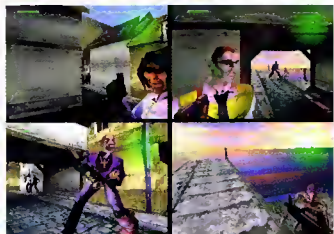
**Genre:** RPG  
**Published By:** Konami  
**Developed By:** KCEJ  
**Release date:** TBA 2001

**A**ttention all import shoppers! If you refrained from buying the *Guitar Freaks* controller due to lack of compatible software, get a load of this!

Hoping to make a sizeable crater in the PlayStation2 RPG field is *Ephemeral Fantasia*. In this game you get to lead up to ten independent characters into battle, explore massive fantasy worlds and even compose tunes on your in-game instrument (for which the Guitar peripheral is ideal) to solve puzzles. The combat is turn-based (bah!), but this game has enough quality content to charm anyone. ■







# TIMESPLITTERS



Four-player death and destruction!

Genre: Shoot-'em-up  
Published By: Eidos  
Developed By: Free Radical  
Release date: TBA 2001

**L**ike buses, we wait ages for a four-player Goldeneye-beater, then two bloody turn up at once! Lock and load, baby!

*Timesplitters* is a gorgeous looking time travel-themed shooter which takes you through different historical epochs. Ancient Egypt, '70s America fighting Triads and even into the future fighting Cyborgs and gun-toting rampaging robots.

The main feature of the game is a split-screen four-player death match mode. You

can even design your own arenas with a nifty level editor.

Different modes will keep you playing for months too. Capture the Flag, Assassin, and Target Practice make this game command attention. It'll be going head-to-head with the other four-player shoot-'em-up, Infogrames' *Unreal*, so stayed tuned to see which comes out on top. ■

# ISS 2000

Onward to glory...

Genre: Sports sim  
Published By: Konami  
Developed By: KCEJ  
Release date: 26th October

**F**IFA wasn't up to scratch, now the stage is set for the undisputed king of the PlayStation pitch to march onward to glory and pick-up where *ISS Pro Evolution* left off...

We are glad to report that *ISS 2000* is now shaping up to be the game that we all hoped it would be. The most striking aspect is that the players aren't automatically drawn to the ball – they have to actually chase it, and they aren't even guaranteed to kick it, as we found out, often missing and swiping wildly at thin air. This coupled with neat new flick-ons and dummies make this a dream ticket! ■





## SilentScope

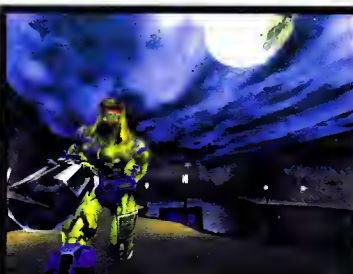
TYPE: Shoot 'em up

RELEASE DATE: 29th October

PUBLISHER: Konami

DEVELOPER: KCEJ

**A** slightly enhanced arcade conversion, *Silent Scope* will hit the shelves just behind the PS2 launch, minus the gun. Yes, we know that the gun was what made the arcade version, but don't write this off before you've tried it. By the press of a button, the gunsight appears and instantly magnifies the target, then you simply adjust your aim and pick-off the terrorists. There are eight stages of (now non-squinting) sniping to get through, plus rapid-fire boss encounters in-between. There's more on offer here than in the arcade as well, because a new, exclusive mode has been devised. Woolf



## UnrealTournament

TYPE: Shoot 'em up

RELEASE DATE: TBA 2001

PUBLISHER: Infogrames

DEVELOPER: Infogrames (in-house)

**N**o PlayStation2 line-up would be complete without some sicko-gore shooting action! *Unreal* has ruled the PC no-brainer first-person blasting roost for far too long, now it wants a fruity slice of PS2 pie! Sony had better get its skates on developing the PlayStation2's online department, because this game wasn't designed for four people to share a screen. With more addictive modes based around teaming up with AI buddies, you'll have to complete missions like defending strongholds or assaulting bunkers. Best of all, your new chums will even talk to you. It's already proved to be a massive hit on PC.



## ShadowOfMemories

TYPE: Action/adventure

RELEASE DATE: TBA 2001

PUBLISHER: Konami

DEVELOPER: KCEJ

**S**ilent Hill is coming to PlayStation2... but not yet. Instead the development team have gone all *Groundhog Day* for this off-beat new adventure game. Given the track record, it's of little surprise that *Shadow Of Memories* seems just a little more twisted than your average game. It explores the subject of death (oh good, a happy game, then!) and the changing of destiny. Lead character, Elke (nice name), is told how to cheat death by use of time travel and so embarks on an adventure, reliving past situations and altering the outcome to dodge the coffin. Well, we're intrigued!



## SevenBlades

TYPE: Adventure/beat 'em up

RELEASE DATE: TBA 2001

PUBLISHER: Konami

DEVELOPER: KCEJ

**H**oping to bash *Seven Blades* of shite out of *Onimusha* (pardon the blatantly obvious pun!), this game features double the impact by having two lead characters, each with their own path of destiny. We initially thought that this game would just be a PS2 version of Konami's disappointing *Soul Of The Samurai*, but it has a lot more going for it than that bit of pizzle. It handles smooth and responsively, making the sensation of gliding through a room, impaling all-comers on your mighty sword, that must more believable. Not due for release until 2001, it can only get better still.



## Red

TYPE: Strategy

RELEASE DATE: TBA 2001

PUBLISHER: Konami

DEVELOPER: KCEJ

**N**ot content with WWII, *Red* sets the action in a fictional period of time in Japan post-1945. The land of the Rising Sun has been split into three territories each controlled by power-hungry warlords. Before you know it tension between the three nations has started another war. In a twist to the usual plot, all three nations can produce WWII-themed robots of destruction which they pit in battle in this C&C-style strategy game. You've got to think fast in battle or get blown to pieces. Cinematic camera work, a whole arsenal of weapons and load of missions should make this a corker.



## OnimushaWarlords

TYPE: Action/adventure

RELEASE DATE: TBA 2000

PUBLISHER: TBA

DEVELOPER: Capcom

**O**riginally scheduled for a PlayStation release until Sony started dishing out PS2 software tools, *Onimusha Warlords* is a roaming Samurai slash 'em up for the next generation. While the action is firmly based on slicing the hordes of undead that attack you, there is a fair amount of adventuring to be had too. Ladders can be climbed and rooms explored to reach new levels. There is also a certain amount of puzzle solving to be had to keep things the right side of brain-numbing action. Still, if you like your combos and varied fighting moves vicious then *Onimusha* has it all.





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**Xtra Value: 10/10**  
**Date:** 01785 810800  
**Price:** £14.99





## PALM PAD JR

We just couldn't believe this little pad when it landed on Kelvin's desk. He liked the look of it so much that he promptly had a go on *Spider-Man* with the strange contraption. Turns out to be a controller pad that's smaller than the one known as Special K's bank balance (because it's so tiny). He reckons it works well with the digital thumb-stick, but the L2 and R2 buttons are in an odd place. Still, it's good for portability with the oirrhcoming PS one.

Xtra Value: 9/10  
Blaze: 01302 325 225  
Price: £12.99

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## LOGIC 3 DISK STATION

These handy storage stands are quite good actually, except for the fact that they don't hold that many game packs. A measly eight can be fitted in there, although if you use it for normal CDs it'd be 16. Well, these beauties come in a range of colours including cyan, orange and this nice purple – all see-through. They look cool at least!

Xtra Value: 7/10  
Spectra: 020 8902 2211  
Price: £7.99

## LOGIC 3 8MB LCD MEMORY CARD

Perhaps the best mega-memory card there is. This wonderful little gadget beats the Blaze effort for multi-card perfection. It's better constructed and is a lot more attractive too. The LCD screen makes for superb use as well, with buttons on the side for you to scroll up or down to any of the eight memory card pages. That's a total of 120 saves! We just couldn't find anything to fault this with, except the high price. Fantastic, and purple too!

Xtra Value: 9/10  
Spectra: 020 8902 2211  
Price: £19.99



# PS one





# I love

Would you believe it? There's a brand new baby console on the way. But should you prepare to want PS one?

Photography: Katherine Lane-Silva



**T**his summer has been a long and somewhat penniless one, because as well as forking out for some of the latest games, many of you have been filling your piggy banks and oversized whisky bottles in a bid to save up for the biggest console release of this century so far, the PlayStation2.

Just when you thought that you had all your financial options sorted out with the nice bank manager and you only had to dust off your hammer once this autumn to unleash your savings for that brand new console, Sony has gone and pulled a beautiful bouncing baby from its creative loins. Welcome to the world, then, PS one, and what a lovely little chap you are!

He's his father's son too, both on the outside, thanks to the two standard-sized joypad and memory card ports, and more especially, on the inside. Rather than being a whole new console to make our jaws drop, the PS one is simply a scaled-down version of the original PlayStation. Unlike previous updates to other consoles, however, whose alterations have been little more than aesthetic, PS one will actually do more than your current favourite console. But only just.

#### PERFECTLY FORMED

Let's face it, no matter what this little baby Jesus in a console world full of doubting Thomases does, one thing for certain is that it looks and feels like all your dreams have come true at once. Yes, as





expected, Sony has once again pulled off a design masterstroke with this machine. No matter how hard your heart of stone may be, you can't help but well up just slightly at the sight of the thing. It's cuter than Bambi, sexier than Lara Croft in the nude, dinkier than Keith Chegwin's todger, and more likely to make you say 'ahhhhhh' than two hours sat in a dentist's chair while he keeps telling you to open your mouth.

But when he's not making grown men weak at the knees and girls faint, what does this cheeky little monkey do? Well, the first major point about PS one to clear up is that, rather disappointingly,





it's not a hand-held machine. Its reduced size does make it dead easy to lug about the place, but there is no place to put any batteries, so you'll need a mains power supply to play. Shame that. However, one exceptionally jolly addition to the machine is on the way – an LCD screen which attaches to the back of the console so you won't have to plug it into a television. The screen won't be available in Japan until early 2001, so don't expect to see an official release of this funky little add-on over here until at least the middle of next year.

Although it's up in the air at the

moment, we can't help but wonder if some kind of battery peripheral to make the machine portable could follow the screen's release. Otherwise the LCD addition could prove to be little more than a sexy-looking alternative to your good old telly. Although, one bonus is that you could play it in any room in the house.

At the moment, the only definite portable power unit that is planned for this little beast is a car adaptor that will allow you to plug your teensy little console into an in-car cigarette lighter and play it, in conjunction with the LCD screen, on those long motorway

journeys! But don't play *Driver* and drive at the same time or you could be in trouble. And again, don't hold your breath, because this feature won't be around for a little while yet.

### WAP'S IT ALL ABOUT?

The LCD screen and cigarette lighter adaptor aren't the only bonus features that set the PS one apart from your conventional grey box. One of the biggest advantages that this little fellow has over your run of the mill PlayStation is its ability to connect to compatible mobile phones. Groovy.

When all parts of this funky feature

are up and running, you will have the chance to play chums over the Internet with the help of WAP (Wireless Application Protocol) technology. And because this option will also come as standard with the backwardly-compatible PlayStation2, you'll be able to take on your friends wherever they may be, with whichever console they own, so long as they're playing a compatible PlayStation game too.

But, as with all things new and console, we're going to have to wait a while – this brand new technology isn't even ready yet. You see, there are a couple of minor snags to this





## Vital Statistics

As you can see, although the PS one isn't what you could call a hand-held machine, it is rather small and perfectly formed. To be precise, the PS one is 193 mm wide, 98 mm high and 144 mm deep, compared to the original PlayStation's dimensions of 260 mm width, 45 mm height and 185 mm depth. So, unless you've got big pockets, this little beast is not going to fit in them, but it is going to be able to take pride of place on that favourite small coffee table of yours. Hurrah!



## Mobile 'Station

It is still unclear as to how the mobile phone compatibility will work in unison with the PS one. However, one of the ideas that is being strongly touted around is that your mobile phone will take on the role of the never-released-over-here PocketStation.

Many new games have PocketStation sub-games built into them, but because the little memory card-like device isn't available over here, these sub-games have previously only been accessible to our Japanese friends.

The plan is that these mini-games will be switched on to be compatible with your mobile phone, so you'll be able to play them on the move. You could, for example, manipulate a character from *Final Fantasy VIII* on your mobile phone, and then upload your little fellow onto a central Sony server, before getting him to fight other people's characters in some kind of global league competition. We can't wait!

The main feature of this adaptor, however, is that it allows you to connect to the Internet. Sony Europe hasn't made plans to use this just yet as the mobile phone system for Web use is currently limited. Come on, we want some! Telecoms companies, sort it out!

▶ otherwise excellent plan. The first is that the PS one won't come packaged with the appropriate cable to connect your phone to the machine. Sony says that this is because there are four different types of cable, depending on which type of phone you have, so it wouldn't be viable to package all four with every console. In fact, it would be nothing short of wasteful and very expensive for Sony, so we'll say a big, hearty 'fair enough' to all at Sony towers, though it's a bit of a pain nonetheless.

The second and possibly more difficult problem is that while this Internet-compatible technology is being

worked upon, it still isn't ready. That and the fact that there aren't any games to play with your phone either. Give it time, eh?

## WELCOME TO TOMORROW

So, the future is looking rather bright for the PS one. Provided all the promised additions work as well as is claimed, this machine could be more of a head turner than just its looks suggest. But what does this new arrival mean for you? Well, don't start winging that current console of yours into the skip just yet, because, if you've got a PlayStation now, there is very little

benefit in rushing out and getting a PS one – unless you simply want to keep up with the latest trends.

Let's face it, everything that the PS one does, the PlayStation2 will do several times better with its eyes closed, its hands tied behind its back and a banana stuck up each nostril, so there's no need to interrupt your savings or get on the blower to the bank manager for this little machine.

And if you were hoping that because of this new machine, the first-generation PlayStations currently in shops will dramatically reduce in price, then you're out of luck too, because the new PS one will be phased in to

replace the old one – Sony stopped making the original PlayStation a little while ago and are now very low on stock – for exactly the same price.

Those of you that are currently sans PlayStation, then, will find PS one the perfect cute excuse for parting with your cash and joining the favourite console club. You'll undoubtedly gain admirers from miles around with this ultra slick piece of kit. Otherwise, there are few reasons for rushing out and buying this cute little console because it is essentially a scaled-down, cheaper to produce PlayStation designed to appeal to the younger market. All for the regular price of £79.99. ■





## Win a PS one!

You've read all about it, you've drooled over the lavish pictures, now's your chance to own one! Generous as it is, Sony Computer Entertainment Europe (SCEE) has stumped up a PS one for us to give away to a lucky reader. All you have to do is answer the following question correctly and then go all creative on our scale-tipping tie-breaker...

1. When the PlayStation2 is launched on October 26 2000, the first PlayStation will be celebrating a birthday. How old will it be?

- a. Three
- b. Five
- c. Eight

**Tie Breaker:** If the PS one does become fully portable, describe in no more than 20 words where you would ideally want to go to play on it?

Put your answers on the back of a postcard, along with your name and address, and send it to:

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All entries must arrive no later than September 22 2000. The (new) Editor's decision is final.

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# PS CLASSICS

## THE BIT WITH THE BEST 100 PLAYSTATION GAMES OF ALL TIME

### 100 INT TRACK & FIELD 2



**TYPE** SPORTS SIM  
**PLAYERS** 1-4  
**FROM** KONAMI  
**REVIEW** #02

Stand aside as the classic gameplay cupboard is raided once again. If you want to win the event, bash the buttons. Simplistic but addictive in four-player.

### 99 TIME CRISIS



**TYPE** SHOOT-'EM-UP  
**PLAYERS** 1  
**FROM** SCEE  
**REVIEW** #35

With its special duck-and-cover play system this is a thinking shooter that improves as you do. It's Platinum, but you will need a light gun to play it.

### 99 N.GEN RACING



**TYPE** RACING  
**PLAYERS** 1-2  
**FROM** INFOGRAMES  
**REVIEW** #53

Hyper thrusting in the air is the order of the day. It'll take ages to get speedy, but once you do it's a laugh to negotiate tricky caverns and dodge missiles.

### 97 TOMB RAIDER II



**TYPE** ADVENTURE  
**PLAYERS** 1  
**FROM** EIDOS  
**REVIEW** #38

It's not the best *Tomb Raider* by any means, but if you can play as Lara then the game's a winner, surely. We liked it a lot then and we sure as hell dig it now.

### 96 BISHI BASHI SPECIAL



**TYPE** PUZZLE  
**PLAYERS** 1-2  
**FROM** KONAMI  
**REVIEW** #53

Such a packed bundle, stuffed to the brim with loads of juicy little party games that there's no way you'll hate this. One to share with loved ones.

### 95 KENSAI: SACRED FIST



**TYPE** BEAT-'EM-UP  
**PLAYERS** 1-2  
**FROM** KONAMI  
**REVIEW** #37

One helluva learning curve with an enjoyable beat 'em up to boot. The first of the real 3D fighters. Not quite *Tekken*, but a very close second. Packs a punch.

### 94 DOOM



**TYPE** SHOOT-'EM-UP  
**PLAYERS** 1-2  
**FROM** GTI  
**REVIEW** #30

Infamous 3D shooter that took every games machine on the planet (including PC) by storm. Now it's Platinum. Always worth at least one more go, even at 4am.

### 93 MICRO MANIACS



**TYPE** RACING  
**PLAYERS** 1-8  
**FROM** CODEMASTERS  
**REVIEW** #52

You can never tire of this. In its wa-hay day it ruled the roost. And although there are lots of clones knocking around these days, the original is the one to own.

### 92 STAR OCEAN



**TYPE** RPG  
**PLAYERS** 1  
**FROM** SCEE  
**REVIEW** #51

Cute characters and beautifully rendered areas make for an slick and involving RPG experience. *The Second Story* is a neat, sub-FF set in space.

### 91 SKATE AND DESTROY



**TYPE** SKATING  
**PLAYERS** 1-2  
**FROM** TAKE-2  
**REVIEW** #49

With a classic hip-hop soundtrack, a well thought out feel and backing from every cool company ever, this deserves a few plays. You'll never be board...

### 90 RIVAL SCHOOLS



**TYPE** BEAT-'EM-UP  
**PLAYERS** 1-2  
**FROM** VIRGIN  
**REVIEW** #35

Fast and furious fighting in the *Street Fighter* mould, it's an easy pick-up-and-play number to boot. Lots of fun, it looks fab. You can't beat a good ruck.

### 89 CHAMP' MOTOCROSS



**TYPE** RACING  
**PLAYERS** 1-2  
**FROM** THQ  
**REVIEW** #46

Stunts and crazy bike action splattered with mud. It's all based in the real world and while it's a little patchy, it's quite simply the best bike sim so far.

### 88 CIVILIZATION II



**TYPE** STRATEGY  
**PLAYERS** 1  
**FROM** ACTIVISION  
**REVIEW** #38

What were the chances of this not being in the top 100 of all time? Come on... it's got to be one of the most important games on any system ever. Play it now.

### 87 BLOODY ROAR 2



**TYPE** BEAT-'EM-UP  
**PLAYERS** 1-2  
**FROM** BMG  
**REVIEW** #38

Fight people and turn into your beastly alter ego at will. It's still as much fun to play as some of the later and better-looking beat 'em ups. Well worth looking for.

### 86 MOTORHEAD



**TYPE** RACING  
**PLAYERS** 1-2  
**FROM** GREMLIN  
**REVIEW** #26

Criminally overlooked. (It came out at the same time as *GT* did, so you can see the problems it had). Fun arcade racer with a little bit of depth, which is cool.



**BLAST RADIUS**

**TYPE PUZZLE**  
PLAYERS 1-2  
FROM PSYGNOSIS  
REVIEW #29

A fab space combat dogfighter. Great when it was released in late '98. So much so, even a few grey hairs don't deny it this semi-prestigious position.

**KULA WORLD**

**TYPE PUZZLE**  
PLAYERS 1  
FROM SCE  
REVIEW #27

Bizarre rolling-ball-on-platforms-in-the-sky game that appears to be under the influence of too many drugs. Odd... but really good at the same time.

**DESTRUCTION DERBY 2**

**TYPE RACING**  
PLAYERS 1  
FROM SCE  
REVIEW #07

This Platinum beauty is from the same team who made *Driver* and the form shows through. Race and crash cars across vast and varied tracks at your peril.

**TEKKEN**

**TYPE BEAT-'EM-UP**  
PLAYERS 1-2  
FROM NAMCO  
REVIEW #N/A

The first drop-kick in the face of the competition and appearing quite early doors in the top 100. Surpassed by its sequels but still a class act for many reasons.

**RAGE RACER**

**TYPE RACING**  
PLAYERS 1  
FROM SCE  
REVIEW #14

Seriously on track, this is a massively fast racer from the makers of *Ridge Racer Type 4*. It has a billion (or so) tracks. GT or no GT, this is a real winner. Play on.

**STREET FIGHTER EX2**

**TYPE BEAT-'EM-UP**  
PLAYERS 1-2  
FROM VIRGIN  
REVIEW #53

The first EX surprised us with how brilliant it is, now we're stunned that the sequel is actually better. Includes a *Driver* style director mode too. Delish!

**PORSCHE CHALLENGE**

**TYPE RACING**  
PLAYERS 1-2  
FROM SCE  
REVIEW #12

Platinum, smooth and with lots of options. Perfectly manages to combine the speed of the arcade with a proper feel of realistic driving. A real bargain.

**THE DREGS BARON**

Last month's batch of reviews really got our goats. The only brand new thing that scored more than a 7 out of 10 was *Disney Magical Racing Tour*. Only one decent game to play during the month between the lot of us. Not a bunch of happy bunnies were we. Except Clive that is, he'll play any old pile of pants.

This month we must really berate Asterix and Obelix for being so goddamn pathetic. Has anyone actually seen the live-action version of the popular Gaul? Nope... no one cared to.

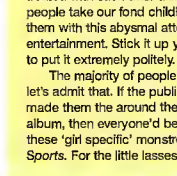
We got quite upset that *Dukes of Hazzard* was treated with such utter disrespect. How dare people take our fond childhood memories and ruin them with this abysmal attempt at PlayStation entertainment. Stick it up your bum and go away with it, to put it extremely politely.

The majority of people who buy games are boys, let's admit that. If the publishers weren't so greedy and made them the around the same price as a double CD album, then everyone'd be into it. There'd be no need for these 'girl specific' monstrosities like *Barbie Super Sports*. For the little lasses indeed. It's poor marketing!

**FEAR EFFECT**

**TYPE ACTION**  
PLAYERS 1  
FROM EIDOS  
REVIEW #51

Ambitious, cinematic, four-disk adventure with visuals to die for is let down by the game play, which is too tricky in places and unrefined. An original.

**BUST A GROOVE**

**TYPE PARTY**  
PLAYERS 1-2  
FROM SCE  
REVIEW #31

Like PaRappa but with dance steps. Even the most lumbering of buffoons (you know who you are) will feel like they're fleet of foot. Glitterballs at the ready.

**NO FEAR MOUNTAIN BIKING**

**TYPE RACING**  
PLAYERS 1-2  
FROM CODEMASTERS  
REVIEW #46

Lots of options, lots of fun – the only mountain bike game on the market worth a second glance. If you're a fan you'll love it, if not it's still worth a play or two.

**PLAYER MANAGER '99**

**TYPE FOOTBALL MANAGEMENT**  
PLAYERS 1  
FROM INFOGRAMES  
REVIEW #39

Solid sheepskin coat-ary that does the job of making you feel like a manager but never gets to the Premier League. Too slow by far.

**BUST A GROOVE**

**TYPE PARTY**  
PLAYERS 1-2  
FROM SCE  
REVIEW #31

Like PaRappa but with dance steps. Even the most lumbering of buffoons (you know who you are) will feel like they're fleet of foot. Glitterballs at the ready.

**NO FEAR MOUNTAIN BIKING**

**TYPE RACING**  
PLAYERS 1-2  
FROM CODEMASTERS  
REVIEW #46

Lots of options, lots of fun – the only mountain bike game on the market worth a second glance. If you're a fan you'll love it, if not it's still worth a play or two.

**CRASH BANDICOOT 2**

**TYPE PLATFORM**  
PLAYERS 1  
FROM SCE  
REVIEW #40

Slightly more sophis' than its younger brother, and the first realisation that this Crash chap wasn't just going to fade into the background un-noticed.

**ACE COMBAT 3**

**TYPE FLIGHT SIM**  
PLAYERS 1  
FROM SCE  
REVIEW #44

More of an arcade shooter than a true flight sim... anything more complicated just wouldn't work, or be half as much fun for that matter. Comes with wings.

**AKUJI THE HEARTLESS**

**TYPE ADVENTURE**  
PLAYERS 1  
FROM EIDOS  
REVIEW #36

An interesting take on *Tomb Raider*. Despite looking good and having a dark and brooding theme, it just misses classic status by a mere cat's whisker.



# PS CLASSICS

## THE BIT WITH THE BEST 100 PLAYSTATION GAMES OF ALL TIME

### 71 WORLD CHAMP' SNOOKER



**TYPE SPORTS SIM**  
**PLAYERS 1-2**  
**FROM COOEMASTERS**  
**REVIEW #52**

Fantastic! If you just want a straight, simple but fun and pleasurable then this is the one for the chalk-heads. Nothing fancy, but so well put together and easy.

### 70 WIPEOUT



**TYPE RACING**  
**PLAYERS 1**  
**FROM SCEE**  
**REVIEW #06**

Platinum classic that did much to seal the PlayStation in the hearts and minds of a nation. A design classic and a great game to boot.

### 69 ALIEN TRILOGY



**TYPE SHOOT-'EM-UP**  
**PLAYERS 1**  
**FROM ACCLAIM**  
**REVIEW #N/A**

There are a few rough edges on this one but it's a real classic now. Still makes us jump in the scariest moments, and it's a hell of a challenge too.

### 68 MEDIEVIL



**TYPE ADVENTURE**  
**PLAYERS 1**  
**FROM SCEE**  
**REVIEW #32**

Another £19.99 classic. The enjoyable rompability of the whole package – the undead, the music, the sense of fun on every level – make for a top-jaurt.

### 67 V-RALLY 2



**TYPE RACING**  
**PLAYERS 1-2**  
**FROM INFOGRAMES**  
**REVIEW #32**

It was never going to be Colin McRae but it's still hugely addictive. Once you start playing it will grab hold of you and refuse to let go. Be very afraid.

### 66 TOY STORY 2



**TYPE PLATFORM**  
**PLAYERS 1**  
**FROM ACTIVISION**  
**REVIEW #50**

Fantastic Buzz Lighter to the rescue, by your hands. Loads of fun and full of charm. It'll take no time for you to complete, but it's well worth giving a go.

### 65 TOMB RAIDER III



**TYPE ADVENTURE**  
**PLAYERS 1**  
**FROM EIDOS**  
**REVIEW #43**

Despite it being harder than deep frozen concrete, we think this is great. Huge, engaging and lady Lara on top form in the third of her massive adventures.

### 64 GEX: DEEP COVER GECKO



**TYPE PLATFORM**  
**PLAYERS 1-2**  
**FROM SCEE**  
**REVIEW #43**

Despite the often larksome quips from the central gecko this game delivers a neat little puzzesome adventure plus a sense of humour, at no extra charge.

### 63 CIRCUIT BREAKERS



**TYPE RACING**  
**PLAYERS 1-4**  
**FROM MINOSCAPE**  
**REVIEW #27**

This stole the funster mantle from Micro Machines and is still a great post-pub perennial. Mental in multiplayer. If you see it in bargain bins, invest.

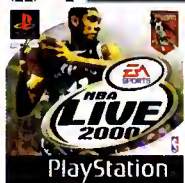
### 62 RESIDENT EVIL



**TYPE ADVENTURE**  
**PLAYERS 1**  
**FROM VIRGIN**  
**REVIEW #31**

The original survival horror is a must on Platinum if you joined the series at RE2 or RE3: Nemesis. Sets a standard that only few have surpassed even now.

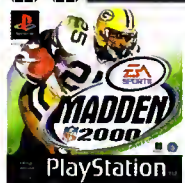
### 61 NBA LIVE 2000



**TYPE SPORTS SIM**  
**PLAYERS 1-2**  
**FROM EA**  
**REVIEW #48**

As always, EA own this sport hands down. The best bit is the three-point shoot-out but there's plenty more. Authenticity and playability spread on thick.

### 60 MADDEN NFL 2000



**TYPE SPORTS SIM**  
**PLAYERS 1-2**  
**FROM EA**  
**REVIEW #46**

Once you get past the daunting rules you have yourself one of the best team games available – American footie or not. A cracking effort.

### 59 VAGRANT STORY



**TYPE ADVENTURE**  
**PLAYERS 1**  
**FROM SQUARE**  
**REVIEW #54**

Truly stunning in every department! Square's impeccable track record continues with a game that nearly matches Metal Gear Solid blow for blow!

### 58 EVERYBODY'S GOLF 2



**TYPE SPORTS SIM**  
**PLAYERS 1-4**  
**FROM SCEE**  
**REVIEW #52**

Get four mates in and you will lose half of your life to this addictive, entertaining game. It's golf and it's a lot of fun. Trust us on this. This one's got cool characters!

### 57 G-POLICE 2



**TYPE SHOOT-'EM-UP**  
**PLAYERS 1-2**  
**FROM SCEE**  
**REVIEW #43**

Great graphics, easy to control and, amazingly, a good plot. Playgnosis invented the space opera with the first game, and this sequel's loads better.



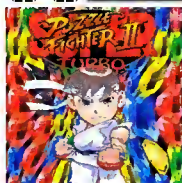
## 56 NFS ROAD CHALLENGE



**TYPE RACING**  
PLAYERS 1-2  
FROM EA  
REVIEW #40

A great little racer with lots of exclusive and vastly entertaining options to race through. It fell by the wayside but this version kicks serious bum.

## 55 SUPER PUZZLE FIGHTER II



**TYPE PUZZLE**  
PLAYERS 1-2  
FROM VIRGIN  
REVIEW #12

Mind-bending, argument-solving, mad-ass puzzle bonanza that shoves Tetris head-first through the two-player blender and spews it out on the other side.

## 54 APE ESCAPE



**TYPE PLATFORM**  
PLAYERS 1  
FROM SCE  
REVIEW #42

Although you can only play this with a Dual Shock II it is still an inventive and engaging game. If you haven't got a Dual Shock, then you'd better get one.

## 59 TEKKEN 2



**TYPE BEAT 'EM UP**  
PLAYERS 1-2  
FROM SCE  
REVIEW #05

You simply can't get a better fighting game for less than 20 quid, so get this in. Oh, apart from Tekken 3 of course, but you know what we mean.

## 52 DIE HARD TRILOGY



**TYPE MULTI**  
PLAYERS 1  
FROM EA  
REVIEW #04

Doom meets Tme Crisis and they both drive off in a Destruction Derby-style car. All wrapped up in a dirty white vest of a film licence. Cool as.

## 51 WIPEOUT 2097



**TYPE RACING**  
PLAYERS 1  
FROM SCE  
REVIEW #43

Pounding soundtrack. Platinum price. Packed with playability, this is literally addictive and a perfect post-club eye candy. Better than the original, too.

## 50 KNOCKOUT KINGS 2000



**TYPE SPORTS SIM**  
PLAYERS 1-2  
FROM EA  
REVIEW #35

Boxing games are all too common, good boxing games are all too rare. This one is great, more arcade than sim but there's plenty to keep you busy.

## 49 SPEED FREAKS



**TYPE RACING**  
PLAYERS 1-4  
FROM SCE  
REVIEW #43

The first decent comedy racer on the PlayStation. It's worth buying a multi-tap so you and your mates can play it - it's fab. Get a crate in and let the games begin.

## COMING SOON...

We have to say that it's been a crime that no one has made the most of the *Alien* franchise. After five years of waiting you're about to get another taste of terrifying *Alien* action courtesy of Argonaut and Fox Interactive.

This time the plot takes almost all of the themes from *Alien Resurrection* but mixes in some of the tastier bits from the previous films. Pulse rifles, motion trackers and a whole load of your favourite items from *Aliens* have all made it in. More importantly, every drop of the adrenalin-soaked tension has been perfectly recreated for your PlayStation.

It's all these elements and more that will see *AR* entering into this hallowed chart next month. Joining the xenomorph-fest will be Codemasters' latest and greatest: *TOCA World Touring Cars*.

*WTC* includes all of the best elements from the previous two *TOCA*'s but this time they've managed to push the PlayStation's brain even further. It looks better, it plays faster and it's definitely a lot more fun to play. Check out both reviews in this month's Reviews section.



## 48 TRIPLE PLAY 2000



**TYPE BASEBALL**  
PLAYERS 1-2  
FROM EA  
REVIEW #40

Despite it being all about the diamond, this is a brilliant sports sim. All you do is throw the ball, hit the ball and catch the ball. Simple yet addictive.

## 47 GTA LONDON



**TYPE RACING**  
PLAYERS 1  
FROM TAKE-2  
REVIEW #40

Ska-packed Cockney-centric crime spree add-on that needs the original *GTA* to work. It saps time, taxes morals and outrages decent citizens. Good.

## 46 COOL BOARDERS 2



**TYPE RACER**  
PLAYERS 1-2  
FROM SCE  
REVIEW #24

Took the original game and threw it out of the window. Now everything is better. A great racer with lots of *Street Fighter* button combos for tricks.

## 45 PARAPPA THE RAPPER



**TYPE PARTY**  
PLAYERS 1  
FROM SCE  
REVIEW #17

Get in time with the rhythm and the rhyme. To miss this game is a hell of a crime. It's odd, it's cool, it'll make ya hum. Buy it now it's out on Platinum.

## 44 SPYRO 2



**TYPE PLATFORM**  
PLAYERS 1  
FROM SCE  
REVIEW #46

He may remind you of *Goofy* but despite that bile-inducement this is a sizable platform game with tricks a-plenty up its founcy sleeves.

## 43 TOMB RAIDER



**TYPE ADVENTURE**  
PLAYERS 1  
FROM EIDOS  
REVIEW #26

£20 for a slice of history... okay, not literally but it's an important game and one that's fun to play. Think of the competition. It beats *Pong*, that's for sure.



# PSCLASSES

THE BIT WITH THE BEST 100 PLAYSTATION GAMES OF ALL TIME IN IT.

02

## FORMULA ONE '99



**TYPE RACING**  
PLAYERS 1-2  
FROM SCEE  
REVIEW #42

If you want to host a Grand Prix in the front room then this is all you need. A billion-and-one options and a tank full of entertainment. Hoist the chequered flag.

01

## F1 2000



**TYPE RACING**  
PLAYERS 1-2  
FROM EA  
REVIEW #52

EA have taken up the mantle of producing definitive F1 racing titles, and what a corker this one is! All the skill and slickness you'd expect in FIFA.

00

## ROLLAGE



**TYPE RACING**  
PLAYERS 1-2  
FROM SCEE  
REVIEW #37

Fatboy Slim on the decks, cars that roll, bounce, drive up walls and fire rockets - this is *Wipeout*-inspired mayhem in a noisy, psychedelic package.

00

## TENCHU



**TYPE ADVENTURE**  
PLAYERS 1  
FROM ACTIVISION  
REVIEW #32

Creep around ancient Japan, stalking folk and killing them with deadly ease. Incredibly bloodthirsty but also incredibly entertaining. Top fun.

00

## CRASH TEAM RACING



**TYPE RACING**  
PLAYERS 1-4  
FROM SCEE  
REVIEW #43

Grinding around corners, lobbing bombs and banging off rockets; this is Mario Kart without the plumber. Videogame adrenaline sports.

07

## NFL BLITZ 2000



**TYPE SPORTS SIM**  
PLAYERS 1-2  
FROM MIOWAY  
REVIEW #34

This one contains all the laffs and none of the boring rules and regulations... a must-play-before-I-die for all fun junkies out there. Borrow, beg or steal it.

06

## BRIAN LARA CRICKET



**TYPE SPORTS SIM**  
PLAYERS 1-4  
FROM CODEMASTERS  
REVIEW #33

Willow, whites, afternoon tea, hazy sunshine, grass stains, mumbling voices, middle-class bores. Believe it or not, this game is pure genius. You'll like it.

05

## SOUL BLADE



**TYPE BEAT-'EM-UP**  
PLAYERS 1-2  
FROM SCEE  
REVIEW #13

Odd that the best competition for Tekken comes from Namco themselves. Great slash violence for all the under-fives out there.

04

## ABE'S ODDYSEE



**TYPE PLATFORM**  
PLAYERS 1  
FROM GTI  
REVIEW #18

A unique and testing 2D platform that looks great, sounds ace and has so much novelty it's a wonder it's only £20. Originality coming out of every hole.

03

## TOCA 2



**TYPE RACING**  
PLAYERS 1-2  
FROM CODEMASTERS  
REVIEW #33

Every normal healthy human should have played this, one of the most realistic racers available. Great licence. Great cars. It's simply marvellous.

02

## MUSIC 2000



**TYPE PARTY**  
PLAYERS 1  
FROM CODEMASTERS  
REVIEW #48

Offer a bit of quality time to this game and you can make your PlayStation a mixing desk... it's a unique idea, and the result is cool. Are you the next Prodigy?

01

## LOK: SOUL REAVER



**TYPE ADVENTURE**  
PLAYERS 1  
FROM EIDOS  
REVIEW #41

Eidos got so scared for Lara when this first emerged that they bought the developers. As it happened, it turned out to be a great investment.

00

## LMA MANAGER



**TYPE SPORTS SIM**  
PLAYERS 1-2  
FROM CODEMASTERS  
REVIEW #44

Yet again Codemasters enter a videogame genre at the top of the pile. Great match action and lots to fiddle with. All you need is a blazer and chewing gum.

00

## FINAL FANTASY VIII



**TYPE RPG**  
PLAYERS 1  
FROM SCEE  
REVIEW #46

After the unprecedented Jew-dropping that went on around the release of this lad's older brother there was no way this would flop. Vast.

00

## RIDGE RACER TYPE 4



**TYPE RACING**  
PLAYERS 1-2  
FROM SCEE  
REVIEW #39

If you want an arcade racer, then this is it. Nothing else comes close, it looks amazing and the cars handle perfectly. Worth twice its weight in gold.



## 27 C&amp;C: RED ALERT



PlayStation®

**TYPE STRATEGY**  
PLAYERS 1-2  
FROM VIRGIN  
REVIEW #30

This has got the right mix of difficulty and addictiveness required should you want to stay inside your room forever. Bring the kettle and a Pot Noodle for company.

## 26 COLONY WARS: RED SUN



PlayStation

**TYPE SHOOT-'EM-UP**  
PLAYERS 1  
FROM SCE  
REVIEW #51

This is the best of the three Colony Wars games to date. Stunning graphics and a varied, engaging plot almost make up for the fact that it's just too short.

## 25 TONY HAWK'S SKATEBOARDING



PlayStation

**TYPE SPORTS SIM**  
PLAYERS 1-2  
FROM ACTIVISION  
REVIEW #45

Best of the bunch by a long shot when it comes to skating games. It's got the right kind of learning curve and it looks and moves like the dream it is.

## 24 GRAN TURISMO



PlayStation

**TYPE RACING**  
PLAYERS 1-2  
FROM SCE  
REVIEW #41

Where have you been? Everyone in the world knows about this Platinum legend, even Jeremy Clarkson. It's the drive of a lifetime.

## 23 AK'S SMASH COURT TENNIS



PlayStation

**TYPE SPORTS SIM**  
PLAYERS 1-4  
FROM SCE  
REVIEW #40

Anna Kournikova and one of the best knockabout games on the PlayStation... hard to believe maybe, but this really is excellent. Anyone for tennis?

## 22 SYPHON FILTER 2



PlayStation

**TYPE ADVENTURE**  
PLAYERS 2  
FROM SCE  
REVIEW #52

A pick-up-and-play sneak 'em up with puzzles that's better in the sequel. Two-player deathmatch with loads of characters, it's a great macho sim.

## 21 STREET FIGHTER ALPHA 3



PlayStation

**TYPE BEAT-'EM-UP**  
PLAYERS 1-2  
FROM VIRGIN  
REVIEW #38

The best 2D fighter you will ever play in your lifetime. Arcade-perfect and then some. A classic gaming experience: good looks, magnificent gameplay.

## 20 WWF SMACKDOWN



PlayStation

**TYPE PANTOMIME**  
PLAYERS 1-4  
FROM THQ  
REVIEW #51

Good enough in its own right to rank among the best fighting games but when it comes to wrasslin', this is the best of its kind by a knockout margin.

## OVER TO YOU..

What does it take to please everybody? We don't know or we'd be gods ruling over all.

Classics is a massive compendium of joyful titles for your PlayStation, and there's bound to be a lot of freaks demanding that we should stick in *Dull Dunderheads of Durham Digging Dirt 2*. But there are also a few bright young souls who bring up interesting comments of note:

**Martin Cluer** from *Bournemouth* disputes the placing of *Colin McRae 2.0* at number nine. He reckons that it should be our number one. Excuse us, but it is undoubtedly the best rally game ever, but *Metal Gear Solid* is the best PlayStation game ever. Period.

**Nick Watts** of *Oxford* says that he likes *EURO 2000* and that we should acknowledge it as one of the top five best games ever. No! You're wrong! If Ben was still here he'd kick your behind, but instead Ryan's going to do it. [No, I'm not really - Ryan]

Finally, 80s rock chick **Harriet Kaysom** of *Newquay* says that she wants to see *Dukes* in the top 100 PS Classics. Get out in the sunshine girl.



## 19 FIFA 2000



PlayStation

**TYPE SPORTS SIM**  
PLAYERS 1-4  
FROM SCE  
REVIEW #43

There's only a one per cent difference between this and *ISS* - if you want to feel like you are actually at the event, then this is the one you're looking for.

## 18 QUAKE II



PlayStation

**TYPE SHOOT-'EM-UP**  
PLAYERS 1-2  
FROM ACTIVISION  
REVIEW #43

The grimmest shooter. The biggest shooter. The most playable of the head-to-head shooters. For these reasons alone, buy *Quake II* or you may live to regret it.

## 17 CRASH BANDICOOT 3



PlayStation

**TYPE PLATFORMER**  
PLAYERS 1-2  
FROM SCE  
REVIEW #35

By the time this one was released Crash had captured our hearts! We love him, and this game is one of the very best platformers ever.

## 16 POINT BLANK



PlayStation

**TYPE SHOOT-'EM-UP**  
PLAYERS 1-2  
FROM SCE  
REVIEW #43

The maddest light gun game you can get your paws on. Shoot cuddly toys and planhats - there's even a shooty RPG. Bonkers.

## 15 SILENT HILL



PlayStation

**TYPE ADVENTURE**  
PLAYERS 1  
FROM KONAMI  
REVIEW #38

This is a landmark for the PlayStation. The most movie-like game ever, and certainly the scariest one to boot. Did we mention, it's a great adventure too?

## 14 RESIDENT EVIL 2



PlayStation

**TYPE ADVENTURE**  
PLAYERS 1  
FROM VIRGIN  
REVIEW #25

Screamer-tastic fun with this superb B-movie style sequel. Survival Horror brought to a higher level that oozes eerie atmosphere.



# PS2

## THE BIT WITH THE BEST 100 PLAYSTATION GAMES OF ALL TIME

13

### BUST-A-MOVE 2



**TYPE PUZZLE**  
**PLAYERS 1-2**  
**FROM ACCLAIM**  
**REVIEW #04**

Don't buy the latest version of this amazing puzzling brain-melter – buy this £20 version. You won't have any regrets, unless you're totally rubbish at it, that is.

12

### MEDAL OF HONOUR



**TYPE SHOOT-'EM-UP**  
**PLAYERS 1-2**  
**FROM EA**  
**REVIEW #43**

The multiplayer isn't as good as *Quake II* but the drama in single-player is fantastic. Kill Nazis, kill them good, kill them dead. A WWII movie come alive.

11

### WIP3OUT: SE



**TYPE RACING**  
**PLAYERS 1-4**  
**FROM SCE**  
**REVIEW #54**

The first two *Wipeouts* squished together into the lovely *Wip3out* to make this a very special edition indeed. At a bargain price, it's essential you get this.

10

### DINO CRISIS



**TYPE ADVENTURE**  
**PLAYERS 1**  
**FROM VIRGIN**  
**REVIEW #47**

What do you want from a game? A competent plot? Or perhaps proficient characterisation? Maybe it's just enough realism to enable you to lose yourself in an alternative reality for a while... well, if any of these are what you look for then you'd ordinarily be out of luck. Videogames don't tend to offer you these deals. Except in the case of *Dino Crisis* where you have all this movie-style stuff with a top game oozing out of the sides. Graphically it's great, the puzzles engage and the sound and direction will scare you half to death. Be afraid.

09

### COLIN MCRAE RALLY 2.0



**TYPE RACING**  
**PLAYERS 1-2**  
**FROM CODEMASTERS**  
**REVIEW #54**

Codemasters have done an absolutely stunning job with this fantastic sequel. How they did it is quite simple and will always make you forgive them for delaying their releases. They will pay their utmost attention to ensure it's the absolute best game that they can make. With that in mind and remembering how great the original was, it's easy to see how this sequel has achieved its perfect 10 score. Nothing beats this when it comes to pure rally racing thrills to keep you so damned pleased to be playing it. *Colin McRae Rally 2.0* is superb.

08

### FINAL FANTASY VII



**TYPE RPG**  
**PLAYERS 1**  
**FROM SCE**  
**REVIEW #20**

This game can quite easily claim to be the first internationally renowned, cross-cultural, big-budget RPG-or-ama EVER! The storyline is huge, the cut-scenes last for days, the game itself is entertaining for at least a year. It's the videogame equivalent of King Kong striding through the aisles of Electronics Boutique, knocking all the other games off their shiny pedestals and laughing (except big monkeys don't laugh) and grinding his murky incisors. Not only is the game big like a gorilla, it's also entertaining.

07

### TOMB RAIDER IV

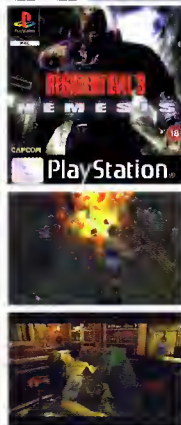


**TYPE ADVENTURE**  
**PLAYERS 1**  
**FROM EIDOS**  
**REVIEW #47**

This is the only *PlayStation* game to have all four of its episodes included in the *Power Top 100*. This is the best of the lot. We go back in time with Lara, and have to tramp around half of Egypt in search of various things. The puzzles are fantastic, keeping you scratching your head for ages, the loading times are minuscule, the story is clever and the graphics are faultless. This is a great game, starting one of the 20th century's most famous women. You should own it or at least try it before you give Lara a mauling – we mean a critical mauling.

06

### RESIDENT EVIL 3

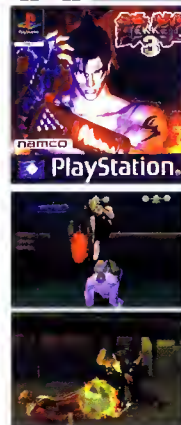


**TYPE ADVENTURE**  
**PLAYERS 1**  
**FROM EIDOS**  
**REVIEW #50**

Cold sweat and adrenaline rushes are induced to ridiculous extremes in this all-action instalment of everyone's favourite survivor series. With more gore, more zombies and far more action than ever before, it slides into the top 10 with utter ease. This time around, each choice you make will affect something later on in the game. Despite being better than its predecessor it's still not quite good enough to beat our top 5 games but it is terrifying. Nothing's scarier than the unknown, but know this: no other survival horror beats it.

05

### TEKKEN 3



**TYPE BEAT-'EM-UP**  
**PLAYERS 1-2**  
**FROM SCE**  
**REVIEW #31**

*Tekken*, what does that mean? What is a *tekken*? The dictionary definition might run like this: *Tekken* 1. videogame competition. 2. to beat to a pulp, to decimate the opposition. 3. the best fighting videogame you have ever seen with more characters, more options, more fighting styles, more evenly matched battles, better graphics, sound and plot than ever before. To be unbeatable by any game in its genre and high on unbeatable by every other game to boot. To sell millions. To win. To BE the best by a distance.





## GRAN TURISMO 2



**TYPE RACING**  
**PLAYERS 1-2**  
**FROM SCE**  
**REVIEW #50**

Yowch! It's been out a month now and it's still the most played game in our entire building along with ISS Pro Evo. Some nit-pickers out there have been complaining about the bugs that are cropping up on some occasions, but who cares? It's got loads more cars than ever, in fact nearly all in existence, and loads more detail. Of course it's going to tax the PlayStation to extreme limits so a few minor things like that just aren't worth the gripe. Open your eyes and realise that this is supreme. Everyone else has. Clive just can't put it away. His Civic that is.



## DRIVER

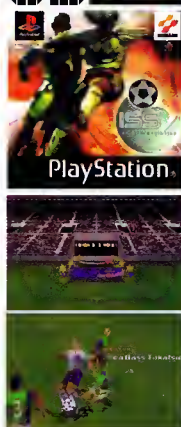


**TYPE RACING**  
**PLAYERS 1**  
**FROM GTI**  
**REVIEW #41**

Take your classic movie dream sequence, the one where you are Steve McQueen, Edward Norton or, if you must, Judy Garland. You're pooting along in your superstar car when, out of nowhere, cop lights surround you... in seconds you're slamming around corners, narrowly avoiding innocent late-night shopping folk who are happily munching their sushi. Stick all this stuff into a videogame, load it up and you won't have to dream that dream any more. This is satisfaction guaranteed. Of course the Judy Garland bit is at your discretion.



## ISS PRO EVOLUTION



**TYPE SPORTS SIM**  
**PLAYERS 1-4**  
**FROM KONAMI**  
**REVIEW #49**

Capturing football on a tiny CD and making it a complete experience for everyone to enjoy is no small order. But Konami have managed it with ISS Evolution. It is the most played game in the office, without a doubt. We watch ISS, we play ISS, we dream ISS. It's the closest most of us will ever get to being a lead striker, ace manager and fantastic all round human being ever. This game fills that yearning existential gap that exists in every man in the world - except maybe for Pele. Console football has never, ever been as good as this.



## METAL GEAR SOLID



**TYPE ADVENTURE**  
**PLAYERS 1**  
**FROM KONAMI**  
**REVIEW #37**

There is no other game like this: cinematically perfect with gameplay that makes you replay scenes, plotted twists and turns to keep you guessing what's next... The sneaking concept of the game is completely new, showing a fresh, restrained style creeping into videogames. This is cutting-edge, this is the sharp end. Solid Snake - the main man - is James Bond crossed with an SAS killer. He has an array of weapons that

would scare the ess off most professional hitmen. His fighting prowess is amazing - he can break a man's neck in a couple of moves. Brave? Well he's wandering about a military complex run by pure bad guys and he's heving a great time. Added to this, the boss blokes you come up against aren't your usual wait-for-a-pattern-to-emerge-type... there's a complex learning curve to get to grips with here - the fighting style of Psycho Mantis is revolutionary. There is no debate. Nothing touches it. The best PlayStation game.



# MAIL YOUR SHOUT!

**Write to:**  
**Power,**  
**Future Publishing,**  
**30 Monmouth Street,**  
**Bath.**  
**BA1 2BW**

## WELCOME TO POWER MAIL

More insightful opinions and insane ramblings from POWER's legion of readers. Highlights this month include some guy wanting to know why games characters are some damn perfect, and the state of PS2 games.



### ◆ FUNKY FRESH

My friend and I were having a bit of an argument recently about whether or not the music is an important part in PlayStation games. I think it definitely is, but he disagrees. Some music is simply great. The *Tony Hawk's* soundtrack was unbeatable, with a great song called 'Superman' bundled in there (You should know the one, it's great, it has trumpets in it!). The music when you are spotted on *Metal Gear Solid* is fantastic too. It really sets the atmosphere. Imagine *Final Fantasy VII* without the top-quality music from *Cosmo Canyon*, or *Final Fantasy VIII* without the *Card Game* music. The list is seemingly endless. I hope you can clear up our little disagreement.

**Anthony Morris, via email**

We're with you on this one. Music in games is very important because, as you pointed out, it adds to the atmosphere. Would *Resident Evil* have been half as scary without the sinister sound score? Would *Wipeout* have triggered the same adrenalin rush without the techno? We don't think so. The only time music in

games is bad is when it's poorly-implemented and gratuitous, such as the trend for using any old trashy thrash metal in American racing and extreme sports games.

### ◆ OH ANNA

After reading Gary Huddless' *Silent Hill* letter (Power 53), I felt inclined to write about what I think is the most under-hyped, underrated and under-bought game of all time: *Anna Kournikova's Smash Court Tennis*. Yes, the graphics are basic, and a little crude and SNES-like, but the satisfaction you get when you smash a shot over and the opponent trips and misses it, is better than any other experience on the PlayStation. A small spin shot which falls short of the opponent and hits them in a special place! It's just such a brilliantly thought-out game. What I'm saying is a game doesn't have to be supported by bit-mapped polygons with gourad shading to be a gem.

**Anonymous, via email**

At the end of the day, gameplay is the most important element of any videogame and Anna's

tennis game is rammed full of it. It certainly wasn't an 'underrated' game as you mention though, the specialist press gave it a unanimous thumbs-up. The fact it didn't sell a massive amount is probably just down to the fact that not everyone likes tennis... or Kournikova.

### ◆ IT'S ALIVE

In *Tomb Raider II*, if you have an Action Replay cart (I have an Equalizer), and you have the 'infinite health' code on then get knocked down by a snowball or boulder, you will be in the dead position, but still alive. You can light flares and fire your gun like this. But, best of all, if you use the 'look' button plus left and right then Lara's arms move like she's pretending to be a plane. When you get bored of this hold START and SELECT and it will go back to the main menu. Also, if you're invincible, play the game called 'how many enemies can you get to follow you' - great fun!

At Lara's house, get the butler to follow you into the meat freezer until he stops then jump over him and lock him in. And when there are some yetis and you are wading out of water (in

## WIN THIS £50 STEERING WHEEL!

# WRITE ON

Why are all videogame characters so damn perfect? That's what Alex Maunder is wondering...

Why do people in computer games always do everything perfectly? I think games would be better if the heroes or heroines mucked it up once in a while. For example, Solid Snake could trip over a wire and have to roll around on the floor shooting guards while trying to pick the right moment to stand up again. Someone from *Resident Evil* could get turned into a zombie then the second playable character would have to find a cure whilst fending off attacks from the first character without killing them. And (running out of ideas now...) Lara could fall off a ledge, break her leg and have to be taken to hospital, then the next level would be trying to escape and continue her quest with a limp that would gradually heal during the rest of the game. These ideas would make games more interesting with

exciting twists in the plot and a break in the storyline just as more of the game plot is about to be revealed.

**Alex Maunder, via email**

That's an interesting point Alex. Some games have touched on this before, take for example Harry Mason in Konami's innovative survival horror game, *Silent Hill*. He was just an ordinary bloke who suddenly found himself in an eerie, hostile environment - and could he fire a gun straight? No, because he was just an ordinary bloke with no experience of firearms. We like the *Resident Evil* idea, maybe we'll suggest it to Shinji Mikami the next time we see him down the pub. Have a free steering wheel for your vision!



A Gamester Dual Force steering wheel worth £50 could be yours if you're write on enough.



the Ice Palace), shoot them with the harpoon gun and they will run away.

Alex Maunder, via email

Haven't you got anything better to do, Alex? You've won a wheel, just leave it will you!

## ❖ RPGREAT

First off I'd like to say a big thanks for the driver's guide to Colin McRae Rally 2.0 (Power 54), it was a great help, especially for France and Sweden. What I am really writing about though is Squaresoft. Now is it just me, or is every one of its RPGs amazing? Now I can't speak for Sage Frontier 2 as I have not played it, but in the last year Final Fantasy VIII and Vagrant Story have been released and have been absolute gems, not to mention Final Fantasy VII. I just hope that this record can carry on. Final Fantasy IX is my most-anticipated game ever now, I hope I'm not disappointed.

William Monteith, via email

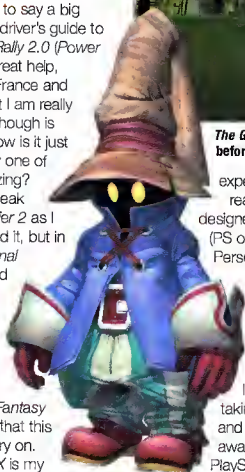
Square does appear to be the daddy when it comes to RPGs. We have been playing a Japanese import copy of Final Fantasy IX this month, and the mechanics behind the game are lush – so you can be forgiven for getting excited. We'll have a full playtest next month!

## ❖ TOO PRICEY

Is the PS2 amazing or what! As a major PlayStation fan, I will without a doubt snap it up as soon as it comes out, but I can't because it is too



The Getaway – stunning in looks, but how long will it be before we actually play it? Answer us Sony!



expensive. Do you really like the re-designed PlayStation (PS one)?

Personally I agree with the idea, but I would not buy it because I already own a PlayStation. I think that it is

taking the classic and original feel away from the PlayStation. When somebody says

'PlayStation' to me, I think of a dark grey, beautifully-shaped box – not a light grey/white cereal box with squashed-up buttons. It could have been designed to look much more hi-tech and nicer-to-look-at.

Sam Burford, Hatch End

You can't really knock the price of the PlayStation2. Think about it, not only are you getting the most advanced home gaming system ever invented, but you're also getting about £300 worth of DVD player as well. As for the PS one, don't dis it until you've seen it first-hand, and held its minute frame in your sweaty

palms. Sony's plan with the PS one wasn't to get PlayStation owners to fork out for another unit, but to streamline the design and make it cheaper to produce, while at the same time making it appealing to younger gamers. For that purpose, the PS one should prove to be a massive success.

## ❖ MOVIE TIME?

I'm just writing to comment on the PlayStation2. While some developers may be happy just to produce mediocre graphics and nothing innovative (Ridge Racer V), it is great to see some are not happy with just updating current PlayStation games. For example witness Metal Gear Solid 2: Sons Of Liberty or in particular the stunning graphics of Sony's The Getaway. My first sight of that Audi TT and the transit behind it really blew me away! Ken Kutaragi obviously wasn't lying when he said the PlayStation2 would be capable of movie-realistic graphics.

Nigel Wheatley, Drogheda

Cast your mind back to the launch of the original PlayStation and you will remember that the launch titles consisted of the likes of Tekken and Ridge Racer – both of which were the cream of the arcades at the time. History may be repeating itself, but we doubt whether Sony would mind PS2 going on to enjoy similar worldwide sales!

## ❖ NAME THAT TUNE

I have recently played Guitar Freaks in the arcade and I think it is a brilliant game. I play the guitar myself, so I found this particular game appealing to me. I would like to know if Guitar Freaks is coming out for the PlayStation and if so, how

much would it cost with the extra guitar to play with, and I would also like to know if there would be any extras compared to the arcade version. I think there should be more games tying to recreate the arcade atmosphere like this and I hope this is one of them.

Greg Blakeley, via email

Sadly, Guitar Freaks is only available on Japanese import at present, and the game, along with the guitar peripheral will set you back about £90. The PlayStation version is packed with additional levels that weren't seen in the arcade machine, plus hidden extras. Konami has released a whole bunch of Bemani music games on PlayStation in Japan, including Beatmania, Dance Dance Revolution, and Drum Mania on PS2. However, the company is naturally cautious about releasing such gimmicky software over here (where the gamers are more selective about their purchases), and so we don't hold out much hope of seeing a European release for Guitar Freaks, as good as the Japanese version was.

## ❖ TESTING?

The other day I went down to my local game store (which also happened to be the official Sony agents on the island), and I was pleasantly surprised to see a PlayStation2 at the centre of the store! The peculiar thing was, though, that instead of the letters 'P', 'S', and '2' on the top of the console, was the word 'Test' in the same blue/green writing as normal. Weird huh? My guess is it is a trial PAL machine. One thing I must say about the games is that, although they were super fast and slick, they are sadly not the stuff that dreams are made of. Don't get me wrong, I'm still gonna buy one and I have great faith in the console, but all games on all platforms are still lacking something in the graphics department. They are smooth, but still too bland to make you believe you're watching a film. I hope that this will develop in the near future, and if any machine can do it, it's the PS2!

John Camilleri, Malta

We are only too happy to clear up this 'Test' mystery. Sony manufactures special 'debugging' PlayStation's that are used when developing games. Basically,

they are machines that can read software on standard CDs as opposed to the special black discs that you buy in the shops. These machines are also dished out to the specialist press to help preview/review games that aren't quite finished yet. To differentiate between a normal PS2 and a debugging PS2, the word 'Test' replaces the normal logo on the top. It looks kind of flash though, don't you think?

## ❖ NEVER CLIMAX

Is it just me or is there a problem with the endings of games? The selection of games that I own (Resident Evil 3, MGS, Driver...) are great, and I really got into them. But when it comes to the final straight in the run-up to completing a game, I seem to lose interest. What the hell is wrong with me? I just got Vagrant Story and I am hooked already, but I fear that my interest will wane before the climax. Please help.

Sam Hughes, Boygnor Regis

Just thank your lucky stars this syndrome only applies to videogames, otherwise you'd have one pissed-off girlfriend on your hands!

## ❖ IN THE BUFF

I hope to God that the Buffy game will be good because I am tired of crap film/TV conversion games. Die Hard Trilogy 2 was rubbish, although I did love the first. Phantom Menace was laughable, even on a 3D-Fixed PC and The Fifth Element was a steaming lump of BS (I won't even mention Tomorrow Never Dies). I really can't wait for the game and will probably buy it even though it may be crap, but this is what the developers know is going to happen. Many people bought the Phantom Menace just for the fact that it's an officially-licensed Star Wars game. I think the developers realise this and they pay a lot more money for the licence than they do for the game and they know they are not really pressurised into making the game superb because they know that the public will hop on the bandwagon and swallow any tripe that they give them, just because it's licensed tripe.

Paul Buxton, Chatham

Yes, games with big licences attached do sell well, despite all our hard efforts to warn people against buying them if they suck. It



Jedi Power Battles The first lot of films weren't great, but we love them for being classic. The same can't be said of the games, though.

is somewhat understandable about the *Phantom Menace* though because of George Lucas wanting to protect the intricate plot details of his film prior to release, and so only drip-feeding LucasArts (the developer) with need-to-know-only stuff to put into the game (which was supposed to tie-in with the film's theatrical release). Of course, this was an extreme circumstance, and there really is no excuse for much of the licensed games to be pump!

## ❖ FIFA VS ISS

After the recent joke known as *Euro 2000*, I have seen the promised land – and it's currently known as *FIFA Soccer World Championship for PlayStation2*! It's perfect! After enjoying ten minutes of watching, I could take no more, and I played the thing. The movement, response, look and overall gameplay will leave even hardened *ISS Pro* fans in doubt over their loyalties. Trust me, EA Sports has produced the goods this time, and with more improvements promised, this baby is gonna leave all the rest behind. Roll on 28th October! **KVB, Greenford**

Yeah, but will you still be playing it in a month?

## ❖ ORDER, ORDER

Why has Sony decided to do this PlayStation2 pre-order scheme? I don't think it will be as successful as selling the product in shops. How does this pre-order scheme actually work, and at what website will I have to pre-order a PS2? **Dale, via email**

If you're a die-hard PlayStation fanatic, you don't want to walk, probably

through the pouring rain, down to your local games store on 26th October, only to find that they've already sold out. Pre-ordering your PlayStation2 is the only way to guarantee that you get the machine on the launch day, and in the process it will provide Sony with essential information on the needs and tastes of gamers everywhere, helping to shape the industry into what you want it to be. Or something. You can pre-order your PlayStation2 right now by logging on to [www.simplygames.com](http://www.simplygames.com) – it's that simple!

## ❖ NOT TONIGHT SON

I have a few questions that need answering:  
(1) Will us PS2 owners get to see the brilliant *Resident Evil: Code Veronica*? I would feel cheated if we didn't get this part of the story as I don't particularly want to play a Sega Dreamcast. I've bought it and it's easily the best yet.  
(2) Is *The Bouncer* going to be a launch title for PlayStation2, or are we going to have to wait a while for it?  
(3) Is *Dark Cloud* going to come out over here? It looks great! **Ross Aspland, Essex**

Rumour has it that *Resident Evil: Code Veronica* will be appearing on PlayStation2, not just any old version either, but an enhanced one. The *Bouncer* most definitely will not be a launch title for PS2. Apparently, according to our Japanese sources, a great number of the development staff on the project have jumped ship, leaving the future of the game hanging in the balance. *Dark Cloud* will appear, but probably not until some time in 2001.



*Resident Evil: Code Veronica* – is it coming to PlayStation2? Apparently so, and numerous enhancements will be in place, just to make it special.

## ❖ A-Z ISN'T DEAD

I'd just like to say how disappointed with this mag I am. I've been buying it ever since I've had my PlayStation, which has been about two years, and up until the new look, I've always found the A-Z really useful. Now it's gone, and all that's left is a top 100 that doesn't have the all the games I want to see. Although it is a great mag I, and I'm sure many others, would like to see the return of the A-Z. **David Golding, via email**

Okay, enough already! Look, due to popular and overwhelming demand, the A-Z will be back in next month's issue... there you go, problem solved.

## ❖ ENOUGH FOR 2?

When PlayStation2 is finally released in UK, will your magazine still be devoted to the first PlayStation, or will PS2 just overthrow it? I hope you will continue with PS1, at least until they stop making games for it. Keep up the excellent work on your brilliant magazine! **Phillip Blackburne, N. Ireland**

Don't worry Phil, our intention is to cover

PlayStation games all the way to the pearly gates. Anyway, think of it not as PS1 and PS2, picture it more as a PlayStation universe of which **POWER** is the definitive, happening guide!

## ❖ LET'S FIGHT

Some misinformed idiot wrote in about how Gabe Logan would beat Solid Snake in a fight (*Power 54*). However, Snake is far more superior! In *Metal Gear Solid 2*, Snake can take head-shots. He can also shoot pipes, which blast steam into enemy's faces, blinding them before he takes them out. Does Gabe have interactive surroundings? No. Does Gabe have tranquiliser darts in *Syphon Filter 2*? No. Does Snake? Yes. Does Snake also have an M-16? Yes. So before anyone else tries to offend a game character, try to think about any improvements on up-coming games which that character is in – because you know you might just be wrong. **Josh Bell, via email**

Frankly my dear, we don't give a damn. Oh go on then, we do. *SF2* is a PS1 game, and *MG2* is on the PS2, so it's hardly a fair fight, is it?

# SHORT CUTS

I know PlayStation games work on PS2, but will PS2 games work on my standard PlayStation? It is chipped y'know! **Charlie Potter, via email**  
That would make the PS2 kinda redundant, don't you think?

Is there going to be a sequel to *Ape Escape*? I thought the first game was excellent, way better than *Spyro*, and you can't get out of the front door for bloody *Spyro* games! **David Miles, Bristol**  
It is almost criminal to report that we haven't heard anything in regards to an *Ape Escape* sequel. Still, better to burn out than fade away, etc...

Does Kerry have a boyfriend? **Stan, via email**  
Mind your own business!

Any news on a Digimon or Buffy game? **Luke Southworth, Preston**  
Both are in production. Expect to read up on both games next issue!

What is the point in pants games like *Power Rangers*? **Kevin Lambert, Bedfordshire**  
Bugged if we know.

There once was an age when *Final Fantasy* ruled the games world. But now there is a new champion – *Legend Of Dragoon*! **Marc Caghey, via email**  
But it's got bloody winged men in it!

My dog shat in my PlayStation, have you got a spare one? **Dogman Star, Luton**  
Hmm, ours are all a bit crappy as well!

All you guys do is play games all day – what a life that must be! **David Miles, Liverpool**  
Play games and produce a chunky magazine we have you know.



Is *FIFA Soccer World Championship* on PS2 really that good? Some of you think so, but we wouldn't walk up a short hill to play it, unlike *ISS*.

# SMALLPRINT

And to the rest of you who wrote in, thanks a lot...

John Spanney, Mark, Ryan Dean, Steven Scates, Jon Dunes, Louise Saville, James Tube, Roger Plank, Miron Booth, Liam Craddock, Connor Hummel, Paul Minto, Harry Lions, Phil Marsden, Steve Hunter, Dexter Who, ex Sox Machine, Archie Toshum, Graeme McNeash, Sarah Burgess, Robert Dexter, Madstock, Ruffus McToll, Craig Hest, Michael Finlay, Dave Turner, Pauline Jones, Sean Wallace, Marc Bandall, Amy Perry, Steve Hill, Andy James, Pete Parfitt, Russ Cornwall, Zed Booty, Wayne Stephens, Jamie Love, Norman Tandy, Des Stom, Clive Jenkins, Rick Smith, Keavy White, Rogus Black, Free Radicat-Larry, Simon Kurth, Noel Poon, Mike D, George Elliott, Fuke, Duran Powell, Xavier Tong, Mr Sunset, Anvay from Hull, Gaz Webb, Sam Dewery, Brad Lately, Lee Blackford, Tim Farley, Jill Baxter, Mark Williams, Jaz Heart, Jackie Brown, Darren Peacock, Paul Spokes, Les Longford, Ian Cooper, Alex Milford, Danny Bird, Max Scholfield, Clint Mansell.



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## BACK ISSUES



### ISSUE #51 APRIL

**REVIEWS:** Resident Evil Survivor, UEFA Champions League, Rollage Stage II, Beatmania, Fear Effect, Smackdown, Colony Wars, Red Sun and more  
**SORTED:** Resident Evil 3, Tomb Raider 3  
**PLUS:** FREE exclusive PlayStation2 video



### ISSUE #52 MAY

**REVIEWS:** F1 2000, Syphon Filter 2, Urban Chaos, Micro Maniacs, Player Manager 2000, World Championship Snooker, Medieval 2, Everybody's Golf 2...  
**SORTED:** Fear Effect, Metal Gear Solid  
**PLUS:** FREE exclusive Syphon Filter 2 tips book



### ISSUE #53 JUNE

**REVIEWS:** Euro 2000, Jedi Power Battles, Armored Core, Die Hard Trilogy, Crusaders of Magic, Street Fighter EX, Negan, Street Skater 2, Tomb 2, Bishi Bashi Specials, Jackie Chan, ECW Hardcore, 4x4 World Trophy...  
**SORTED:** Resi Evil Survivor  
**PLUS:** FREE Die Hard Trilogy 2, GT2 and Toy Story 2 book!



### ISSUE #54 JULY

**REVIEWS:** Colin McRae 2.0, In Cold Blood, Vagrant Story, Ronaldo V Football, Hogs of War, Silent Bomber, Rally Masters, Iron Bonnie, Spin Jam, Ballistic...  
**SORTED:** Colin McRae 2.0  
**PLUS:** FREE Jedi Power Battles, Vagrant Story and Euro 2000 tips book



### ISSUE #55 AUGUST

**REVIEWS:** Nightmare Creatures 2, Dukes of Hazzard, DD Raw, Alundra 2, Rescue Shot, Disney Racing, All Star Tennis 2000, Moko, Dragon Valor, Asterix...  
**SORTED:** In Cold Blood pt. 1  
**PLUS:** FREE Classics tips book: Tomb Raider 4, WWF Smackdown and FFVII

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 Call Josh 8-10pm, ☎ 0191 413 1817

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 Contact Matt Kelly, 40 Milton Grove, Ashington, Northumberland, NR63 9LY

**Penpal wanted, M/F aged 13-15,** must have good sense of humour and love PlayStation and Game Boy Color. Write soon! Sarah Evans, 7 Chilton Place, Trowbridge, Wiltshire, BA14 0XT

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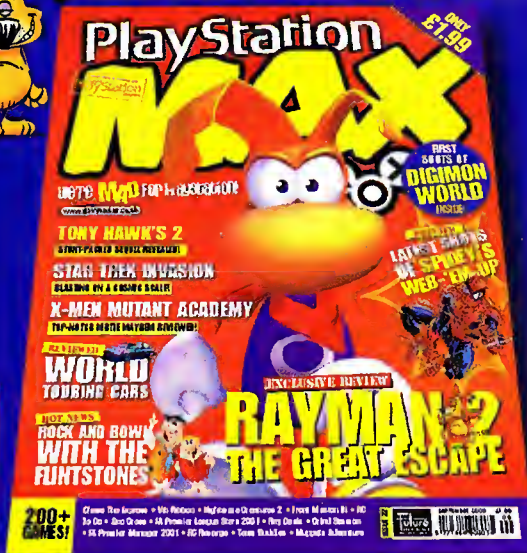
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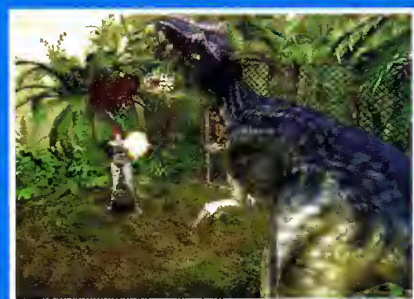
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# Next Month





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## MASSIVE PLAY-TEST! FINAL FANTASY IX

We bust Square's latest epic wide open! Full preview feature and amazing new screenshots!

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# AND FINALLY...

In a parallel universe somewhere, your favourite PlayStation games look like this. Kind of.

# WhatIf...

## 6. BEER EFFECT



### BACKSTORY

Asia. Sometime in the near future. A young woman is drawn into the powerful hold of the dangerous Baka Di cult. Finding this woman is but one of the tasks ahead of you. For the cult of Baka Di is not only responsible for mysterious

happenings – it is the gateway to another dark and evil place.

On your way to this place, your senses will become dulled. Your judgment will deteriorate. Your desire for salt and vinegar crisps will multiply ten-fold. It is a journey of many dangers, many temptations and

many ill-conceived tales of your own footballing and lady-pulling prowess that are blown out of all proportion and of no interest to anyone but yourself. For on that fateful journey to the heart of Baka Di, you will experience the Beer Effect.

You control four adventurers, blathered with eyeballs on a combination of strong liquor and weak ale. Fighting the desire within to bet a five that you can hit three double tops in a row you zip between the paths of the four drunken daredevils in a unique in-game

stagger. The Beer Effect is smelly, it's hot, it'll make your head spin like a fairground waltzer.

### CHARACTERS

**WAYNE GLAS**  
Brother of Royce, who worked on a similar mission to that in *Beer Effect*, Wayne is a US mercenary of repute. Always referring to his 'Buds', a never-seen group of – it is presumed – morale-boosting friends who give Wayne his characteristic red nose, flatulence and unfailing belief that he can 'tek the flippin' lot of yuz on.'

### JACOB CREEK

Never seen without his beer goggles, this Kiwi has a quartet of former helpers who return to his side in times of trouble. That's right! Jacob is often grateful for the help of his four exes.

### WEE ING MAN

The weakest of the four alcoholic adventurers. Cannot fight the Beer Effect for any great length of time and is always nipping away from the action to 'splash his boots'. Wee can call on the power of double vision at

around 10.35pm every evening.

### WANNA TWO-DOUBLE

Short but powerful, Double is the female member of the sloshed squad. Famed for her love of sleight-of-hand magic with cigarette boxes, beer mats and copper coins (which rarely work but distract the enemy in tight-knit situations). Acquired a nickname after a lengthy snooker session when she balanced a pint on her head – Beer-Tricks Potter.

## The PlayStation Mag POWER

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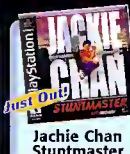
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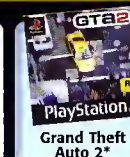
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